



“The More You Moe Pt 1”

1034-224

Original Board

Date 04/02/15

☒ Board Team Final 04/02/15

☐ Network Approval Board

☐ Record Board

☐ Animatic Scan Board

☐ Conformed Board

☐ Design Board

☐ Final Board

Adventure Time Created by
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Storyboard by
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ADVENTURE TIME



Page _____

Sc.	Pnl.	Bg.	day	night

Sc.	Pnl.	Bg.	day	night

Dialog:
Action:
Timing:

Production :

EPISODE #

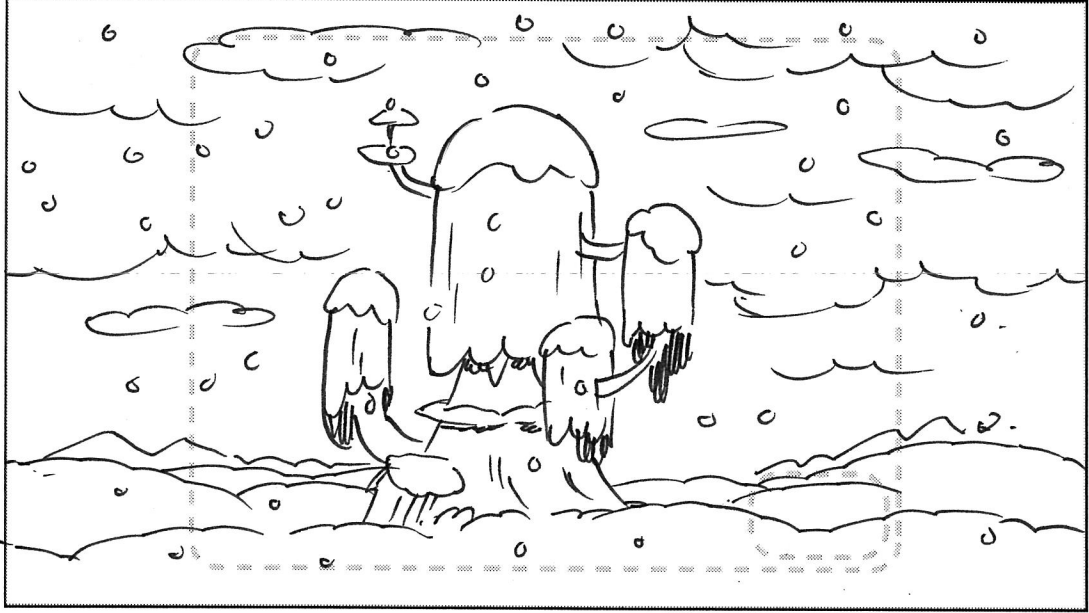
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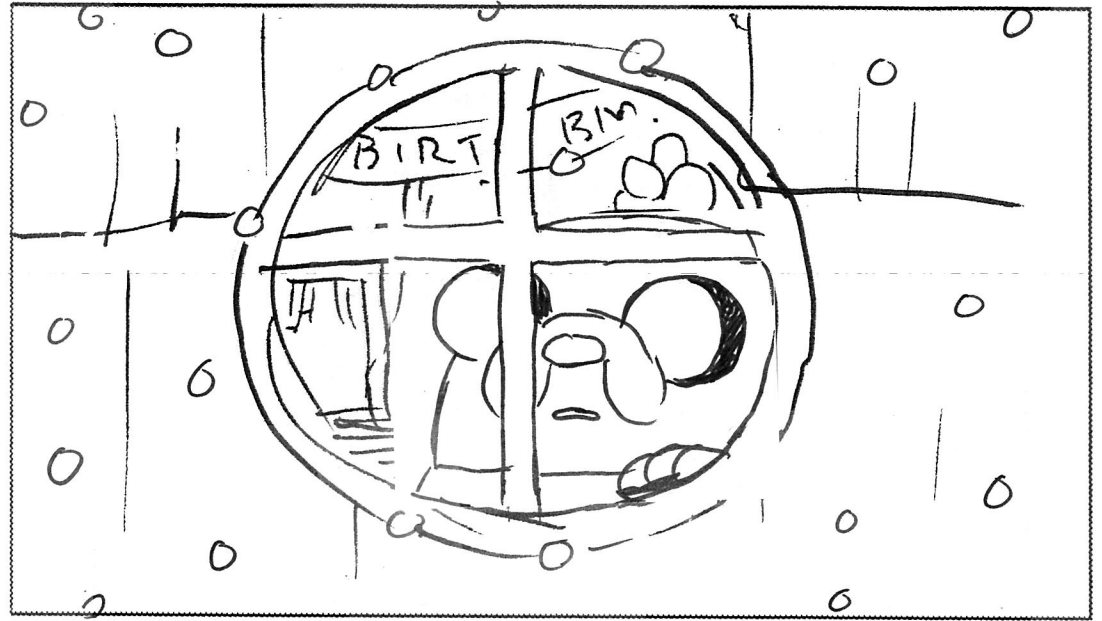
ADVENTURE TIME



Sc. 1 Pnl. A Bg. day night



Sc. 2 Pnl. A Bg. day night



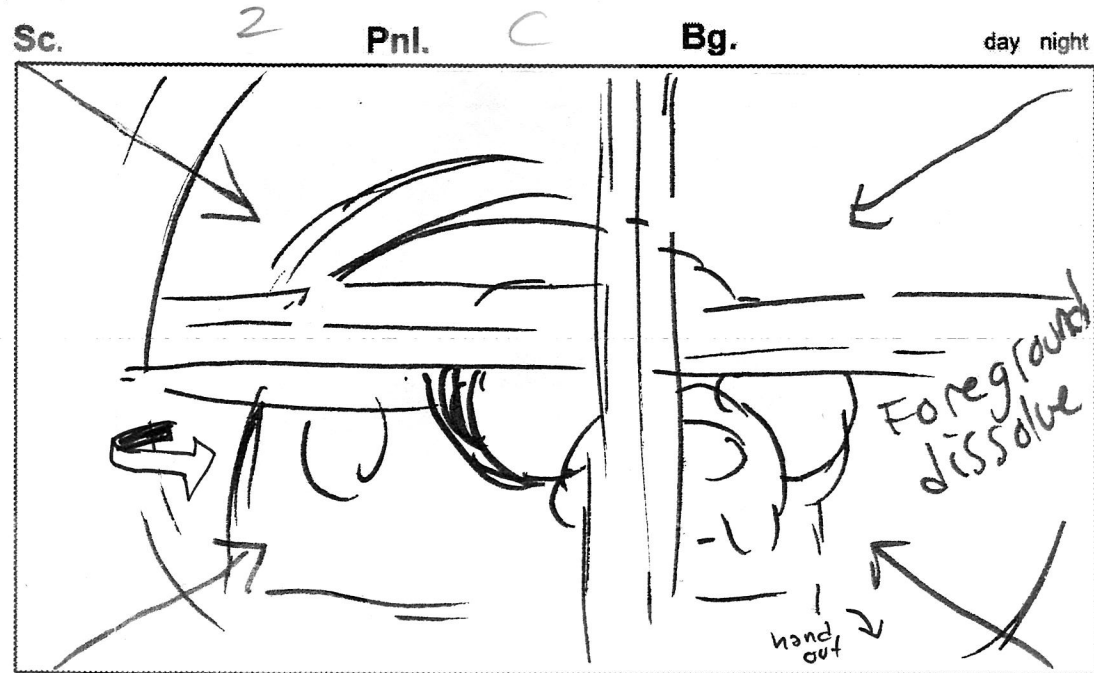
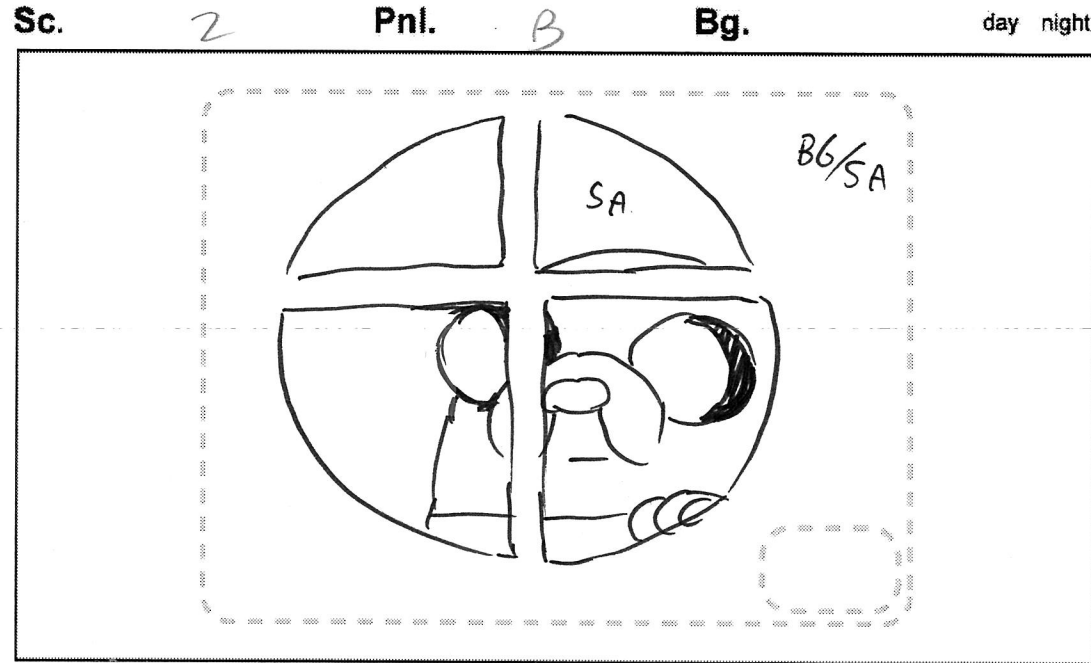
Dialog:	(JAKE) OS Man, birthday - holiday overlap. That's some tough luck...	(J.) Everyone's all jollied-out when it's your turn for jollies...
Action:		
Timing:		

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Production :

ADVENTURE TIME



Page 2



Dialog: FINN OS Wee!!...

Action: - camera trucks through window. Glass and frame dissolve as they hit the camera plane.

Timing:

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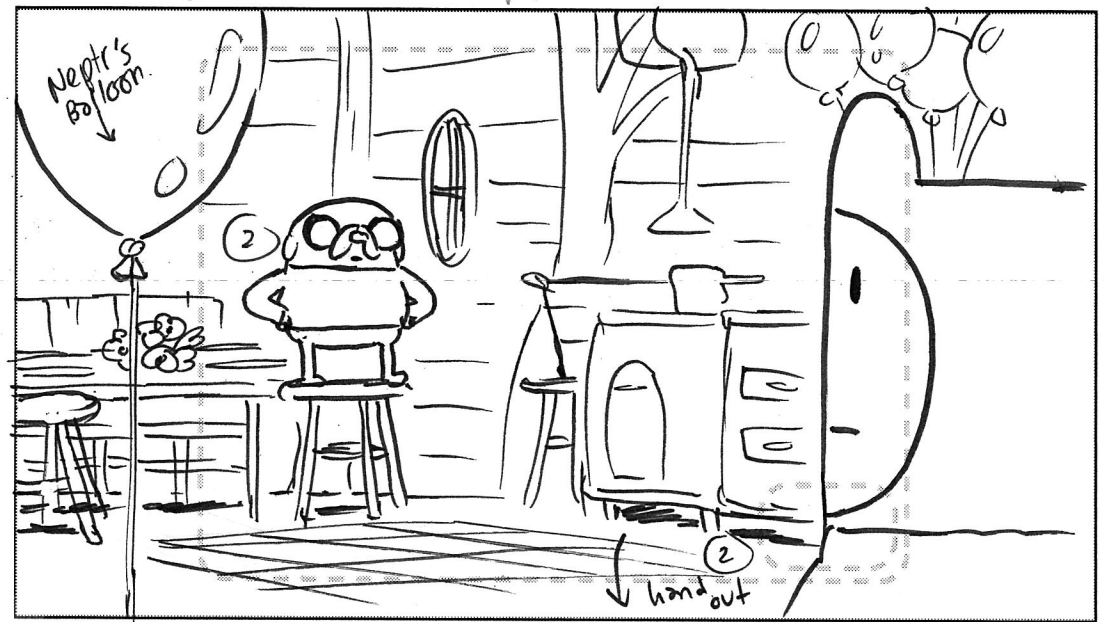


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Sc. 2 Pnl. D Bg. day night



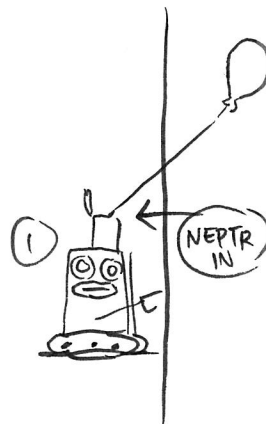
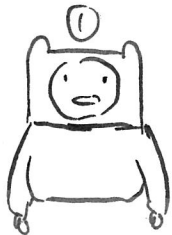
Sc. 3 Pnl. A Bg. day night



Dialog: (F) ① Y'know it's not actually the holidays -
② Plus Bmo wasn't actually even really born.

Action:

Timing:



(J) ① ② Well I suppose...
③ But you don't gotta be so technical about it.



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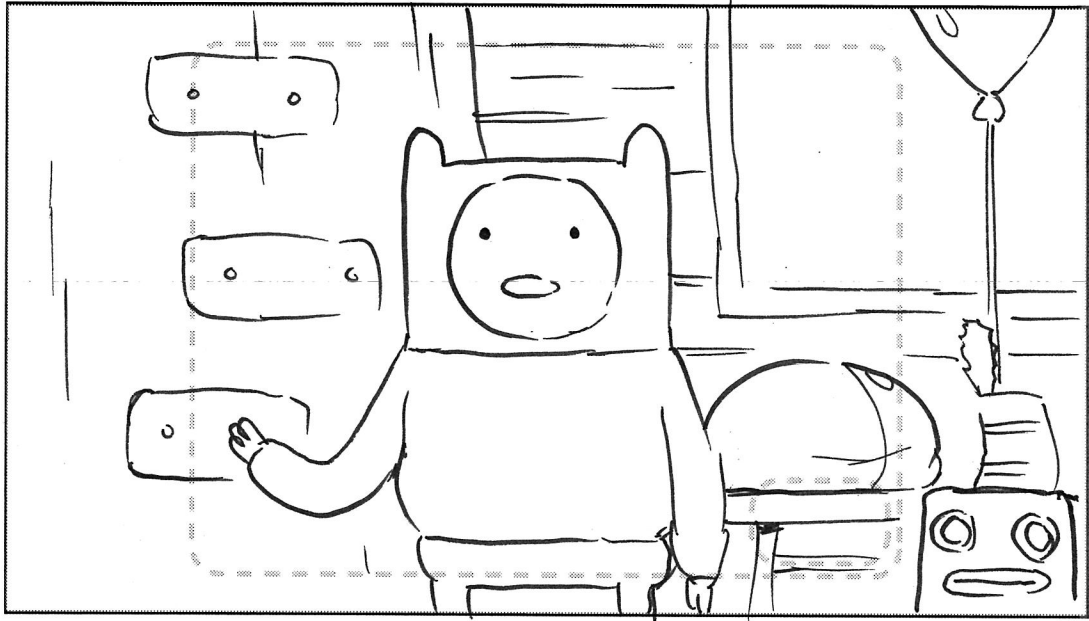
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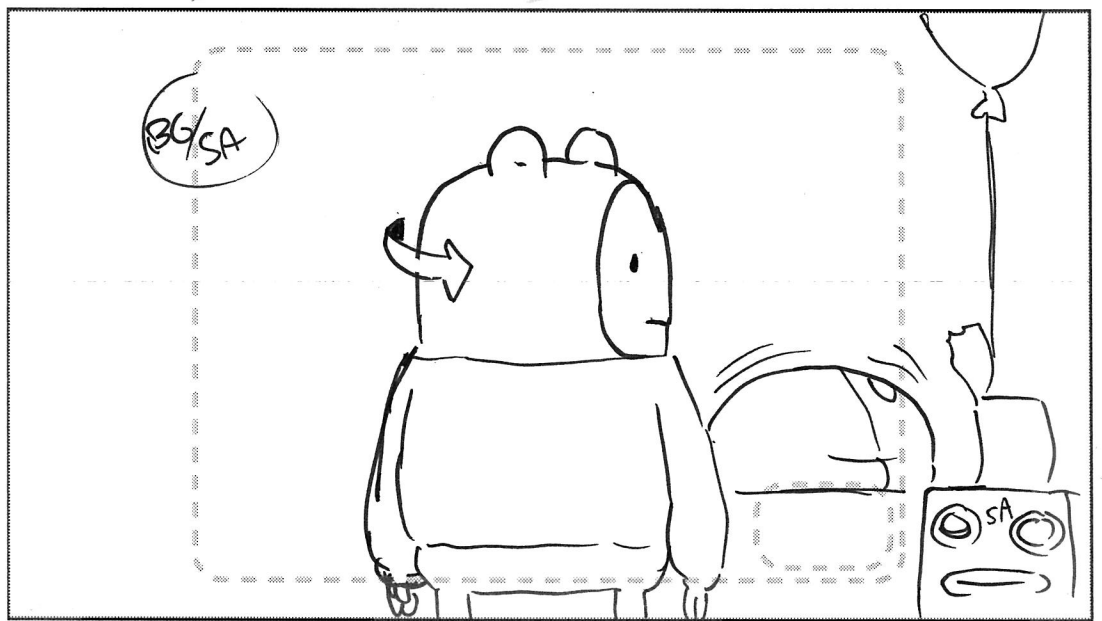
ADVENTURE TIME



Sc. 4 Pnl. A Bg. day night



Sc. 4 Pnl. B Bg. day night



Dialog:	<u>FINN:</u> Listen alls I'm saying is -- (interrupted)	SFX: - cel phone - - Rings -
Action:	- Backpack vibrates as phone rings inside	
Timing:		

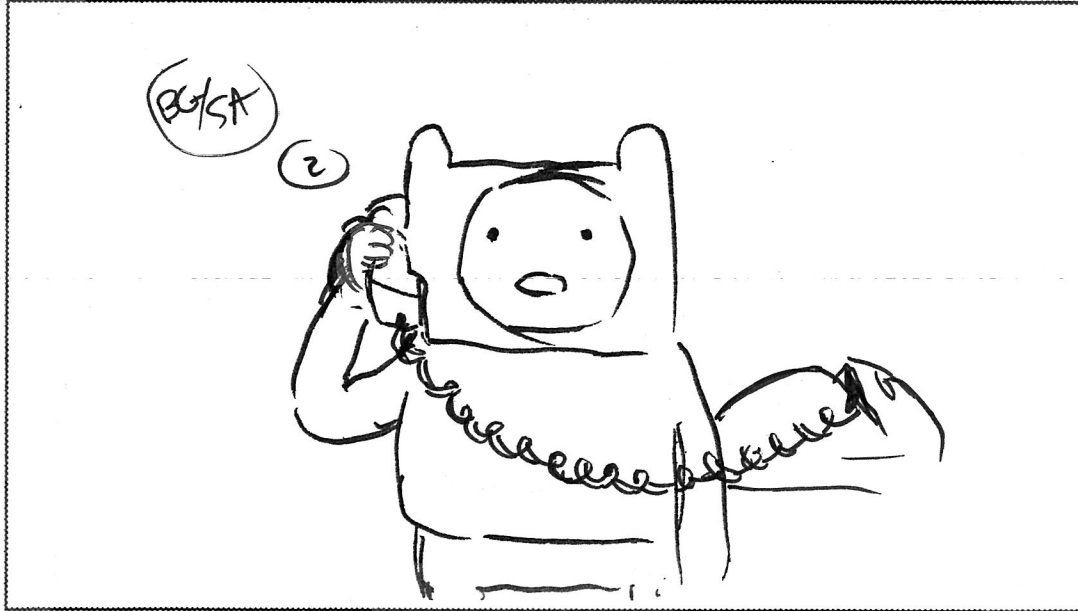
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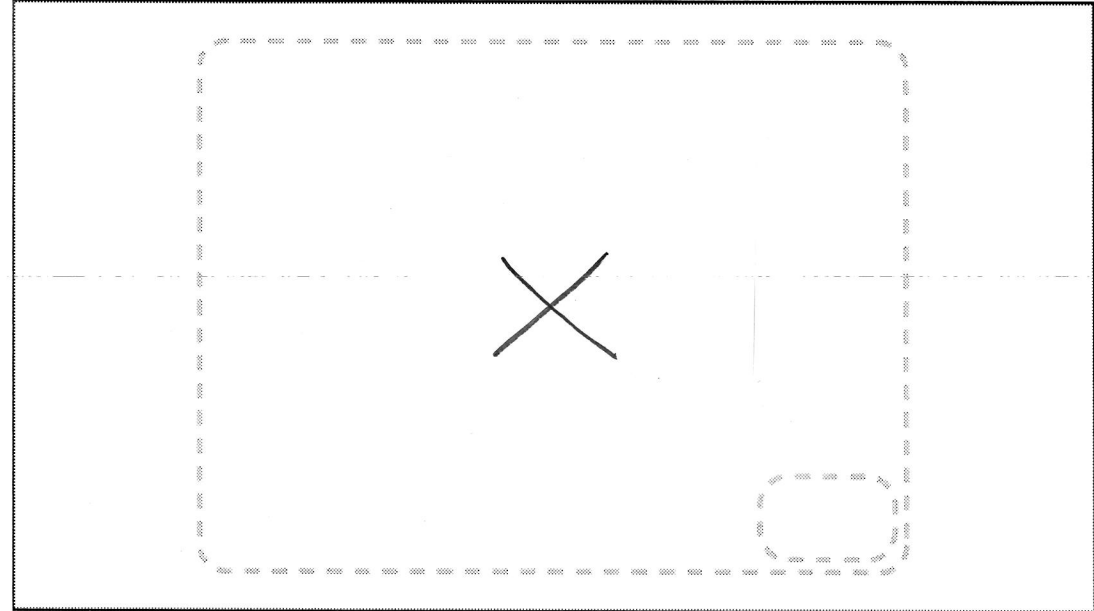


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Sc. 4 Pnl. C Bg. day night



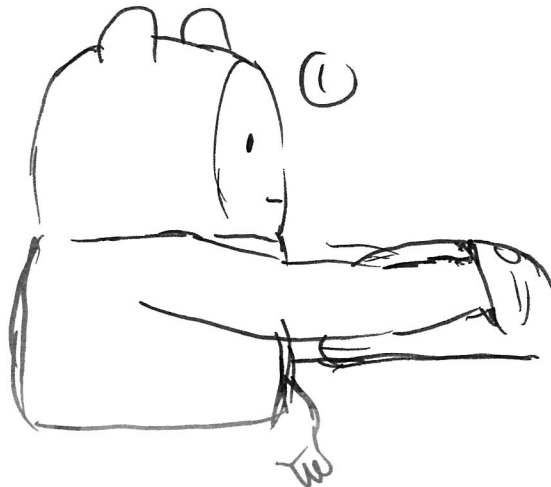
Sc. Pnl. Bg. day night



Dialog: (F:) Hello?

Action:

Timing:



- Finn reaches into backpack and pulls out phone.

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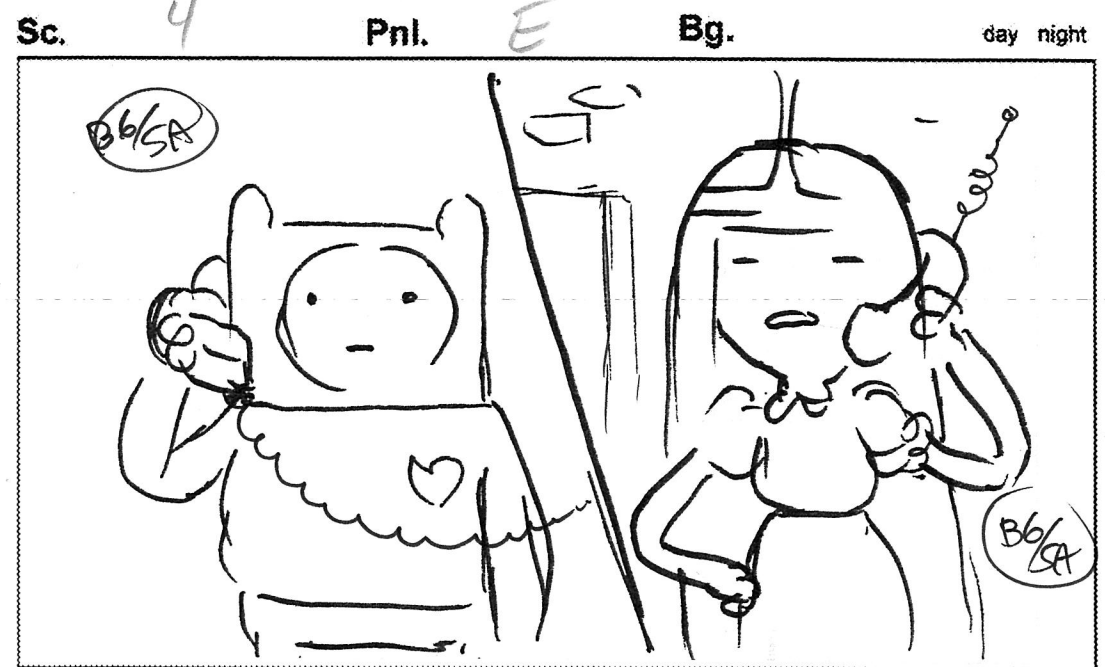
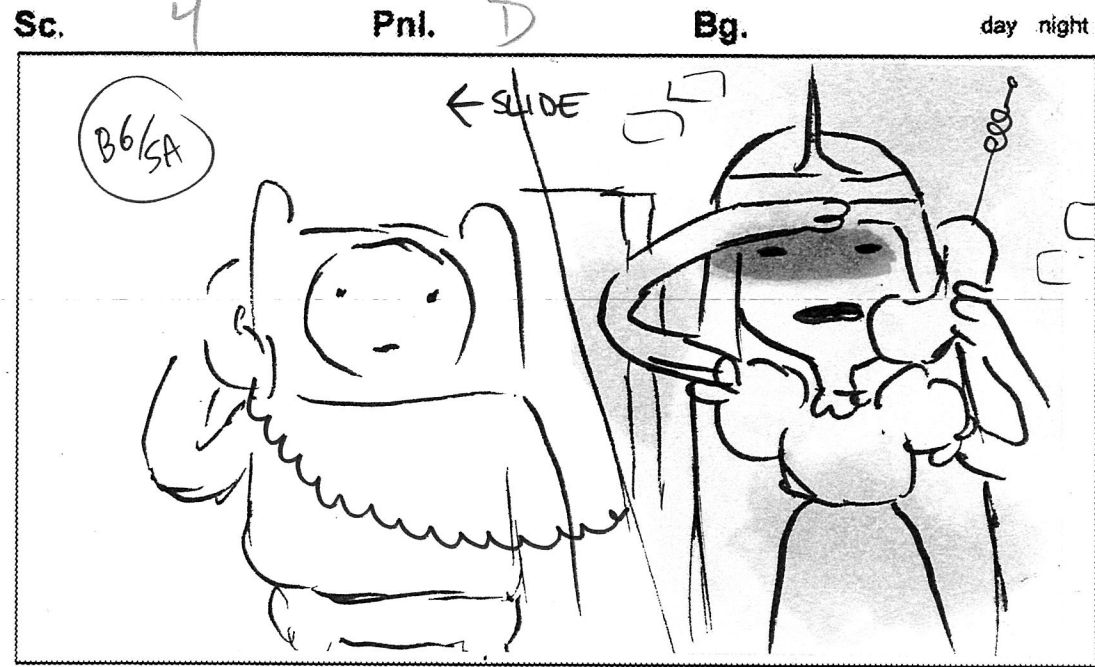
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ADVENTURE TIME



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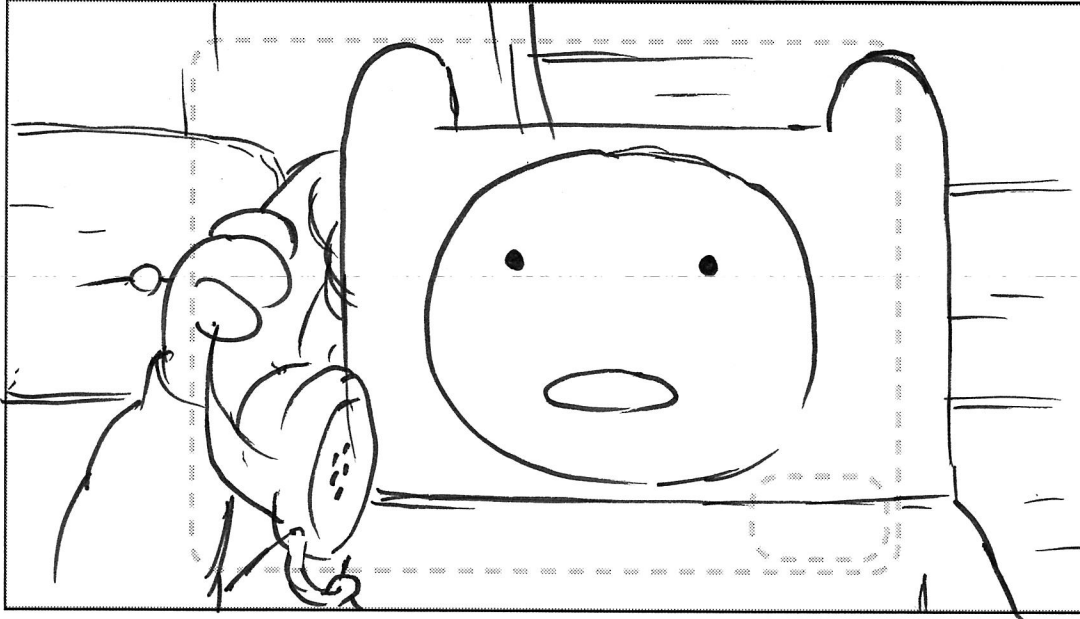
Dialog:	
(PB) Hey it's me -	
Action:	<p> PB is awash/assaulted by tie-dye Rainbow light barrage throughout all her scenes → </p> <p>- PB's eyes narrow slight when she removes her hand</p>
Timing:	<p>(PB) Hey is there a big rainbow over your house right now spelling out "HAPPY BIRTHDAY BMO"?</p>

ADVENTURE TIME



Page 7

Sc. 5 Pnl. A Bg. day night



Sc. 6 Pnl. A Bg. day night



Dialog:

(FINN): No - actually it's snowing like crazy.

(PB): okay that's what I was afraid of -

SFX: PSSSHT! (fire extinguisher)

Action:

Timing:



(ALT): okay, that's what I thought -

- Pep But shakes fire extinguisher then sprays it on flames.

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Production :

ADVENTURE TIME



Page 8

Sc.

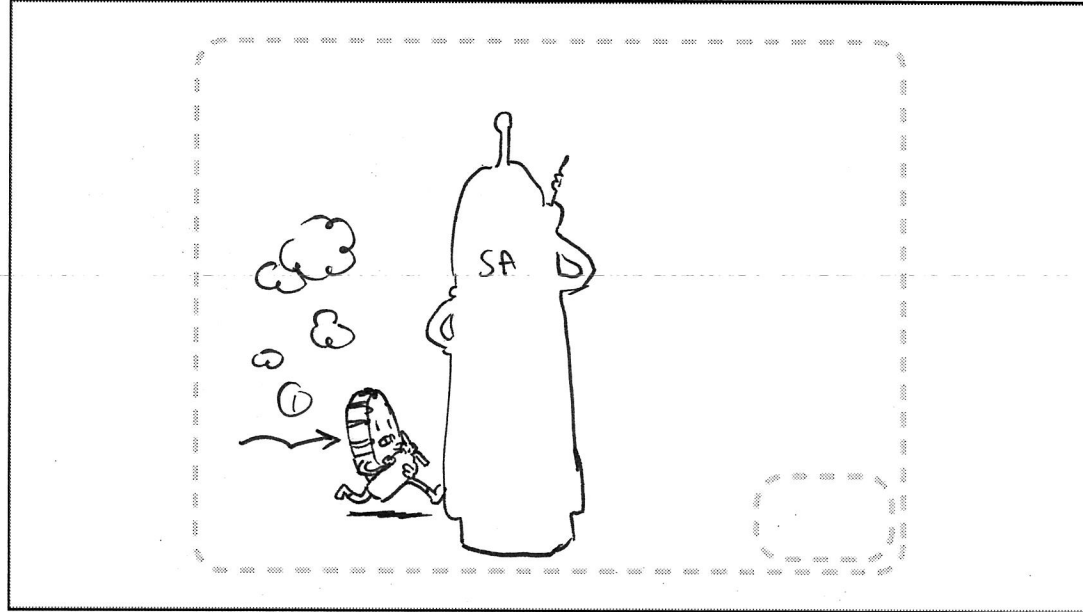
6

Pnl.

3

Bg.

day night



Sc.

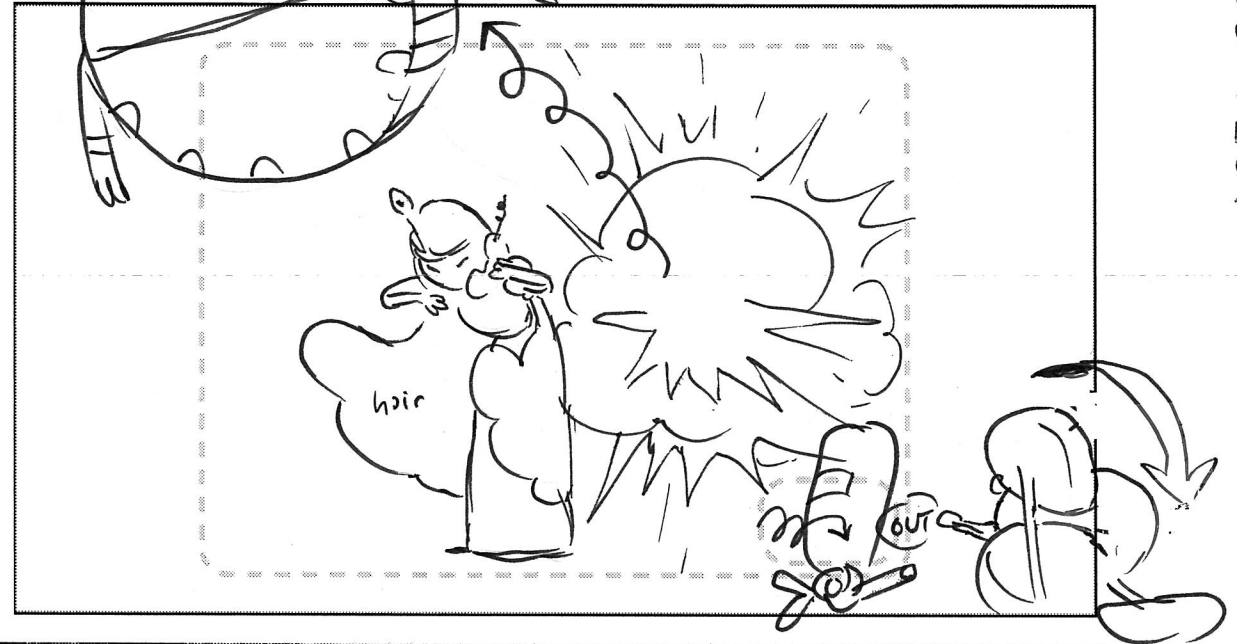
6

Pnl.

1

Bg.

day night



Dialog:

(PB) Peppermint Butler spille d
grape juice on my
experimental weather machine,
and now it's going really kablooey.

SFX: BOOM!

Action:



-Pep But runs to other control panel and begins shaking
fire extinguisher, but is blown offscreen by explosion

Timing:

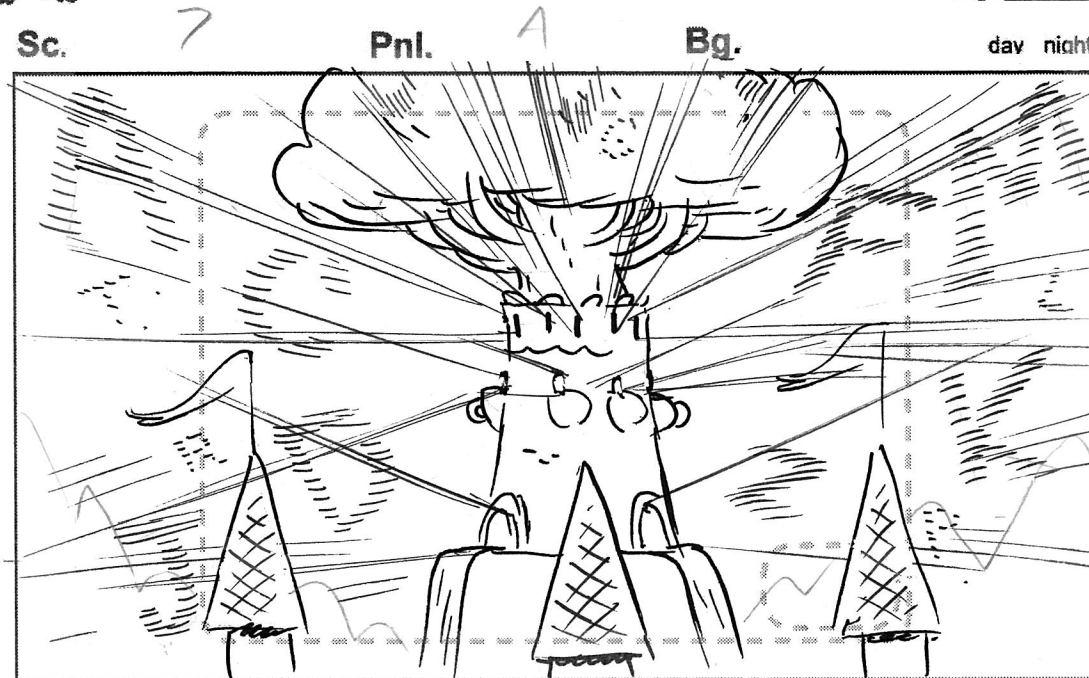
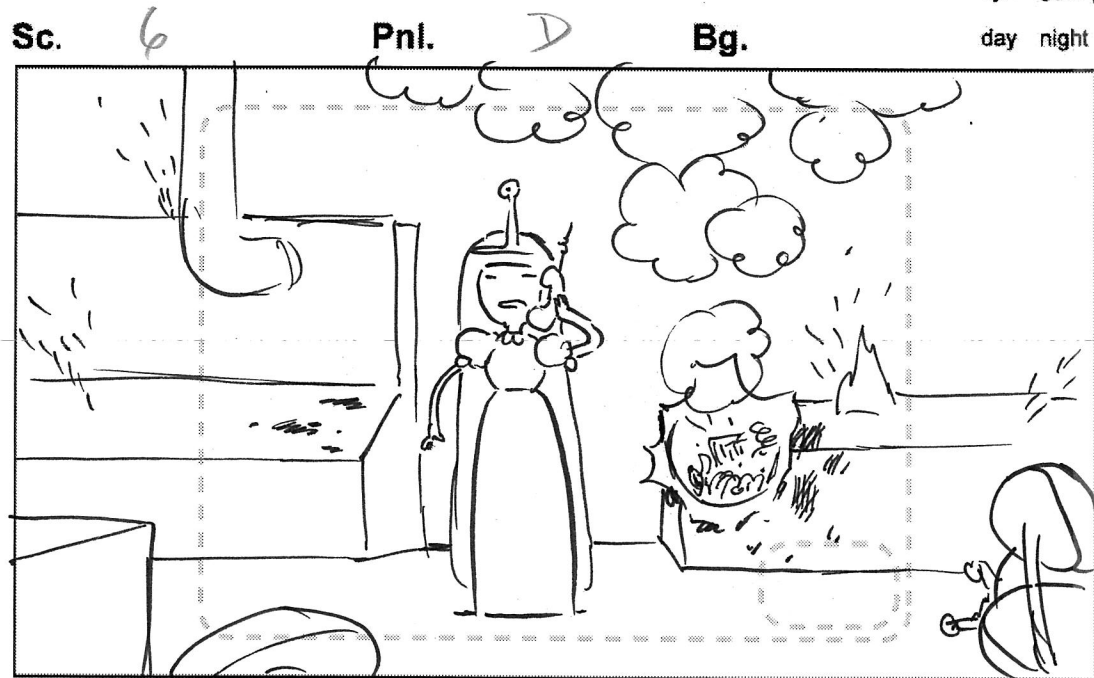
Production :

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ADVENTURE TIME



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Dialog: (PB) ... I've gotta stay here
and fix this -

(PB) (OS) Tell BMO I'm sorry
I missed the
party.

Action: - Rainbow light sprays out of castle.

Timing:

Production :

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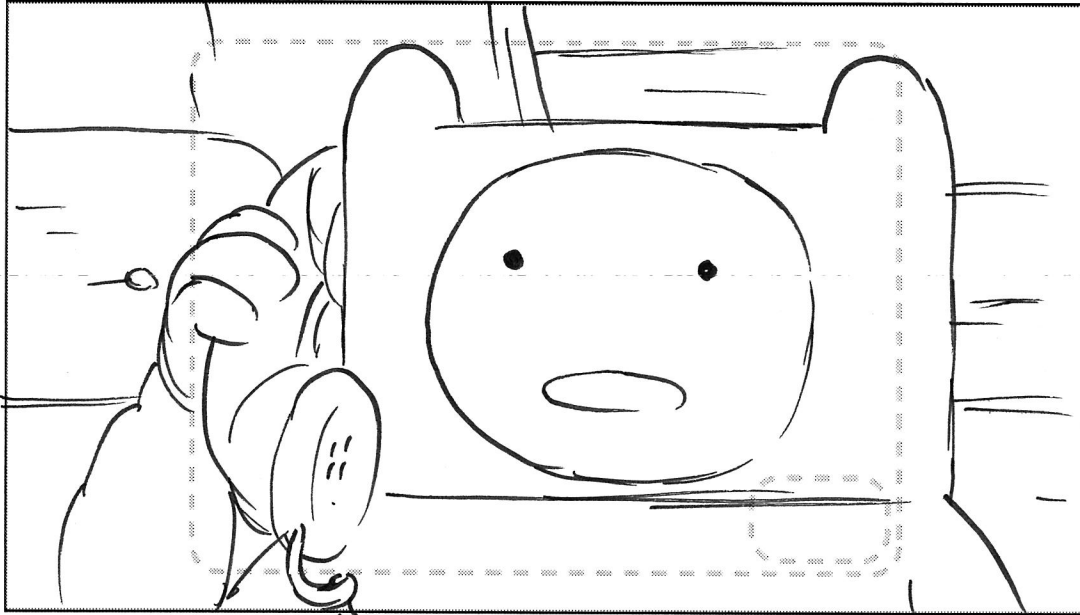
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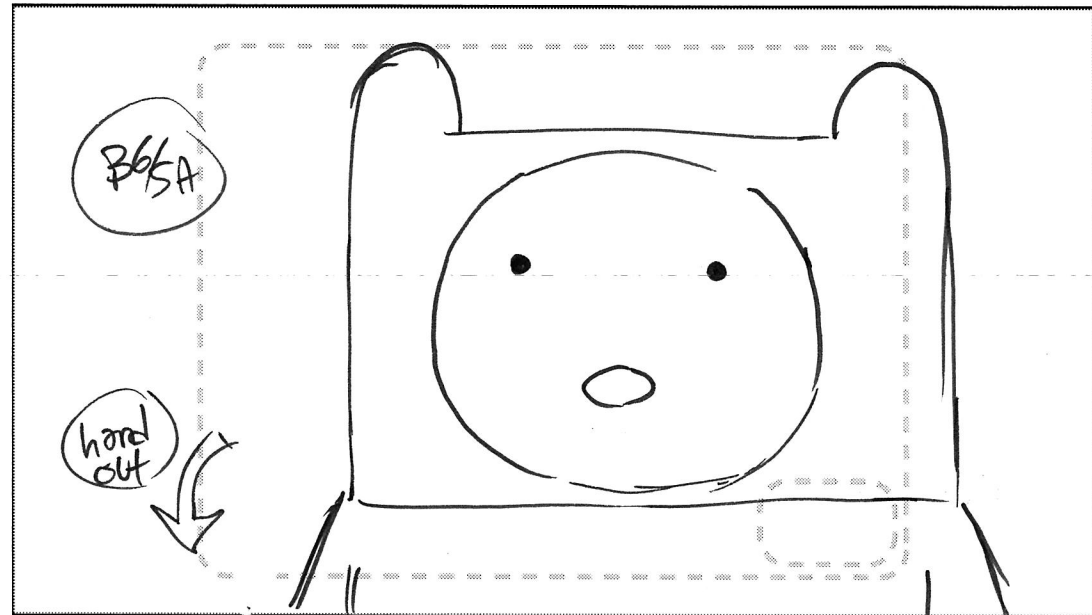


Page 10

Sc. 8 Pnl. A Bg. day night



Sc. 8 Pnl. B Bg. day night



Dialog:

(F:) That's okay, BMO
doesn't ca-- :CLICK:

(ALT:) That's okay, BMO didn't invi-- :CLICK:

Action:

Timing:

(F:) BMO only cares about
ONE special guest...

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ADVENTURE TIME



Sc. 9 Pnl. A Bg. day night

Sc. 9 Pnl. B Bg. day night

Dialog: NEPTR: * BIG SLOW GASP *

Action: (1)

Timing:

BMO: OS MGE!!

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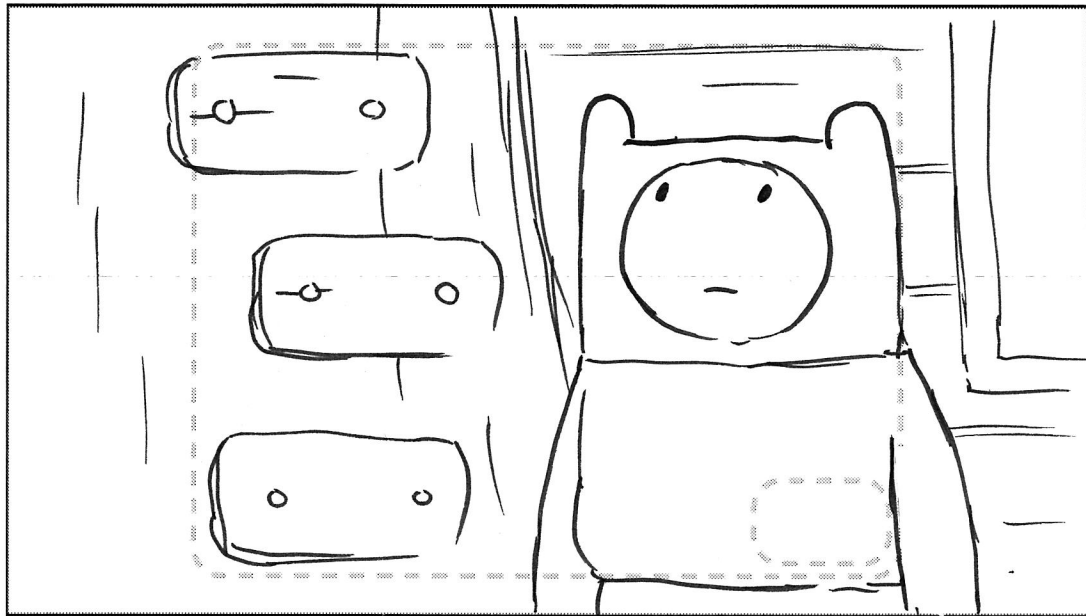
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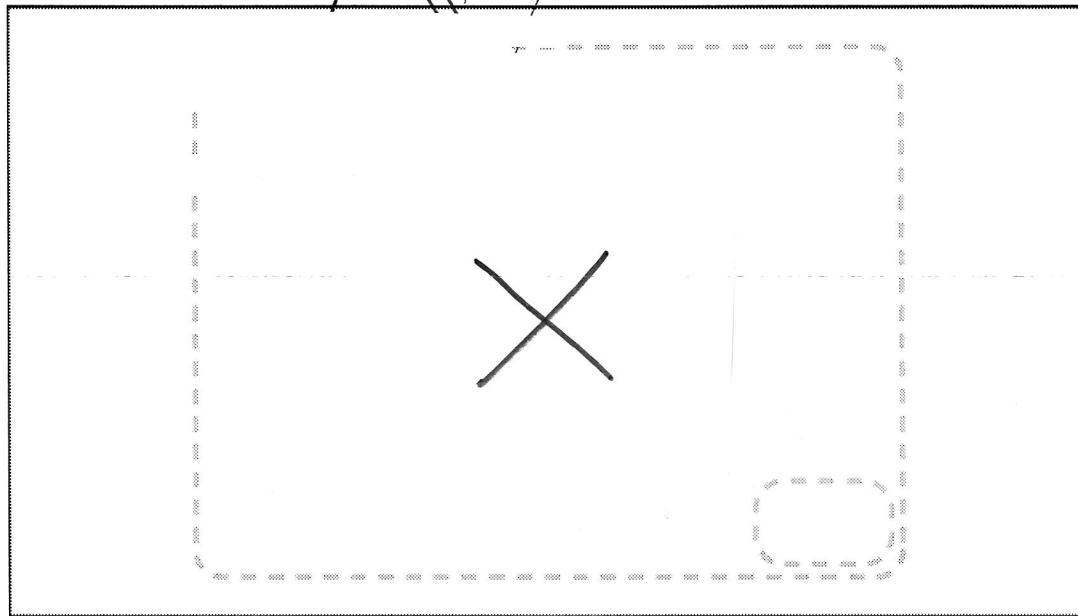


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Sc. 10 Pnl. A Bg. day night



Sc. 11 Pnl. 1 Bg. day night



Dialog:
Action:
Timing:

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Sc. 10

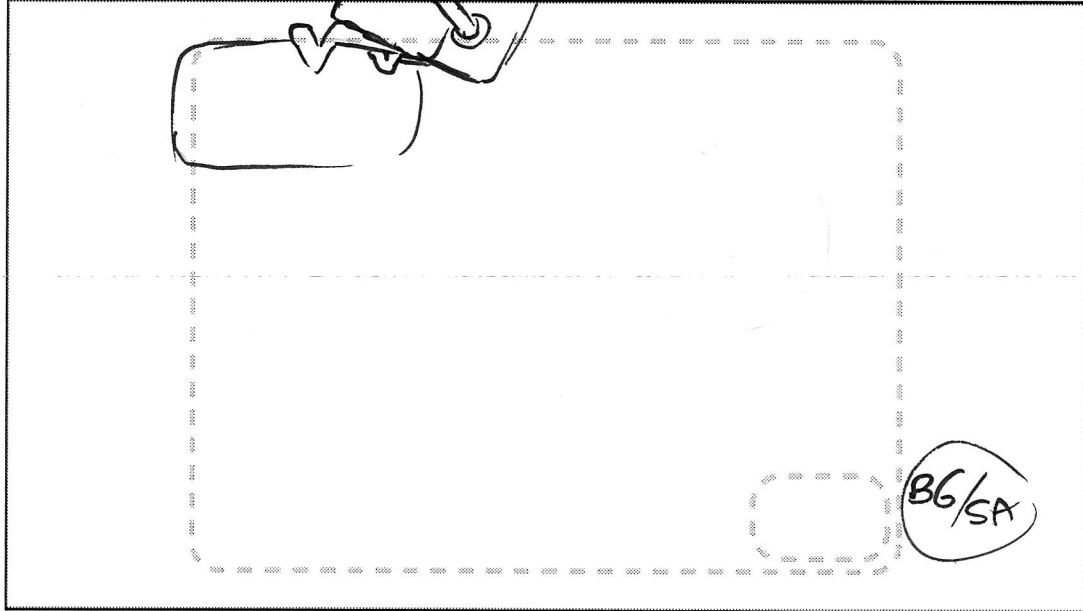
(IN) ↓

Pnl.

B

Bg.

day night



Sc. 10

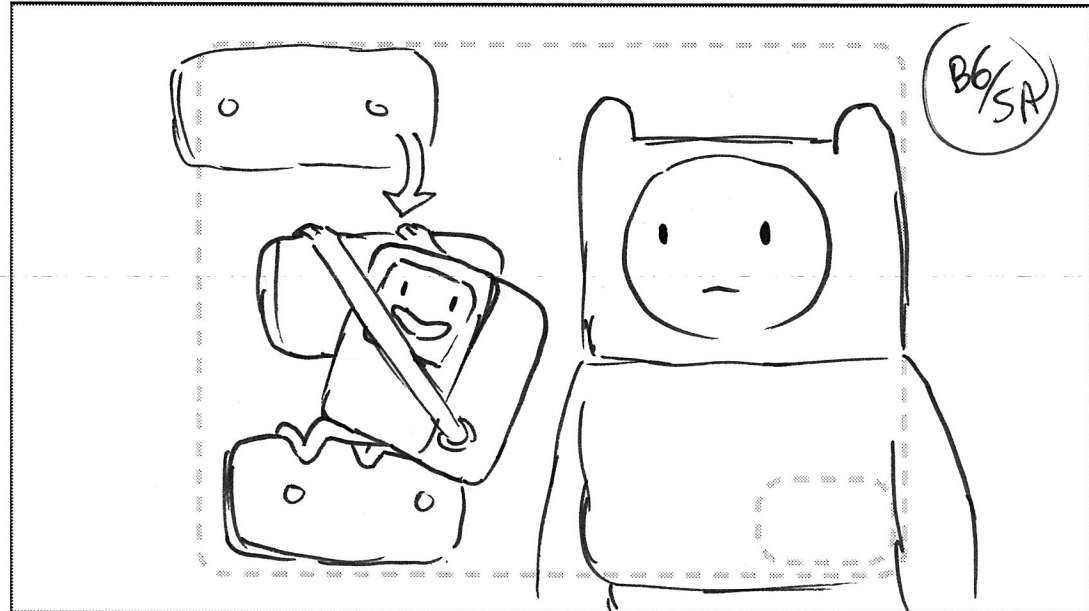
10

Pnl.

C

Bg.

day night

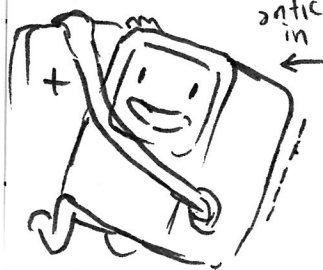
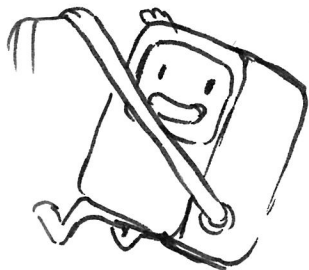


Dialog:

- Bmo jumps down ladder rungs.

Action:

Timing:



Bmo: HOORAY! MOE IS →



Finn tracks Bmo

Production :

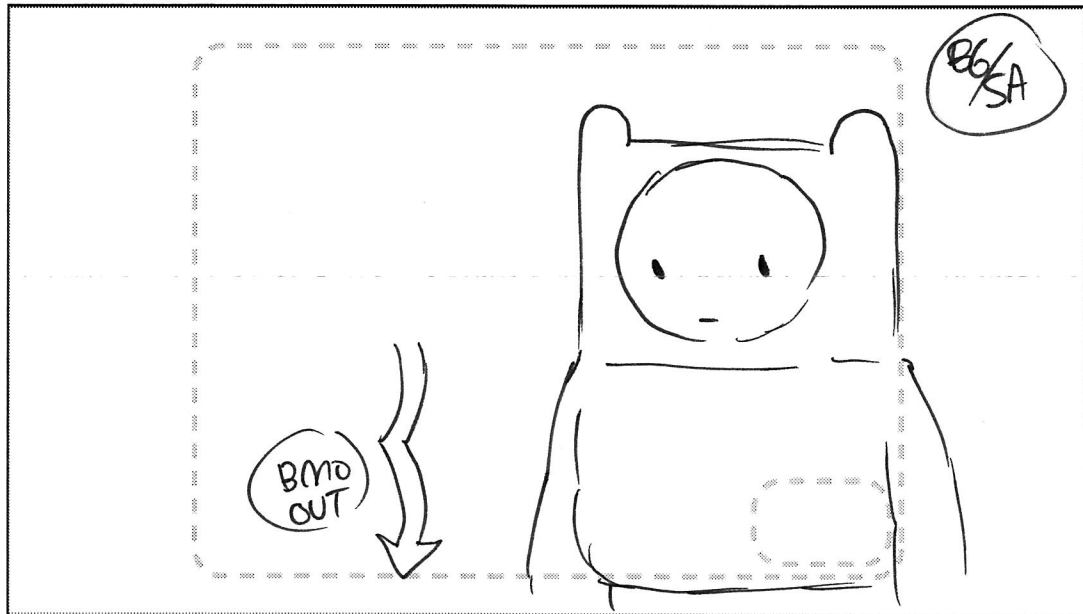
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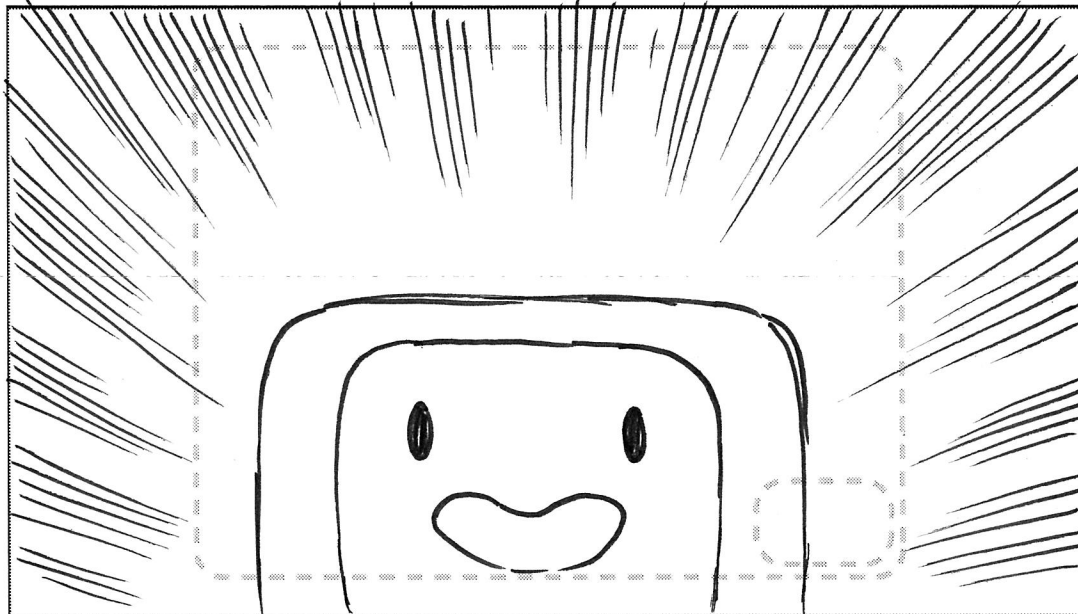
ADVENTURE TIME



Sc. 10 Pnl. D Bg. day night



Sc. 11 Pnl. A Bg. day night



Dialog: (BMD) (OS) → COMING, AND HE'S ALMOST HERE!

(BMD:) And he brought me a special surprise for my birthday!!

Action:

Timing:

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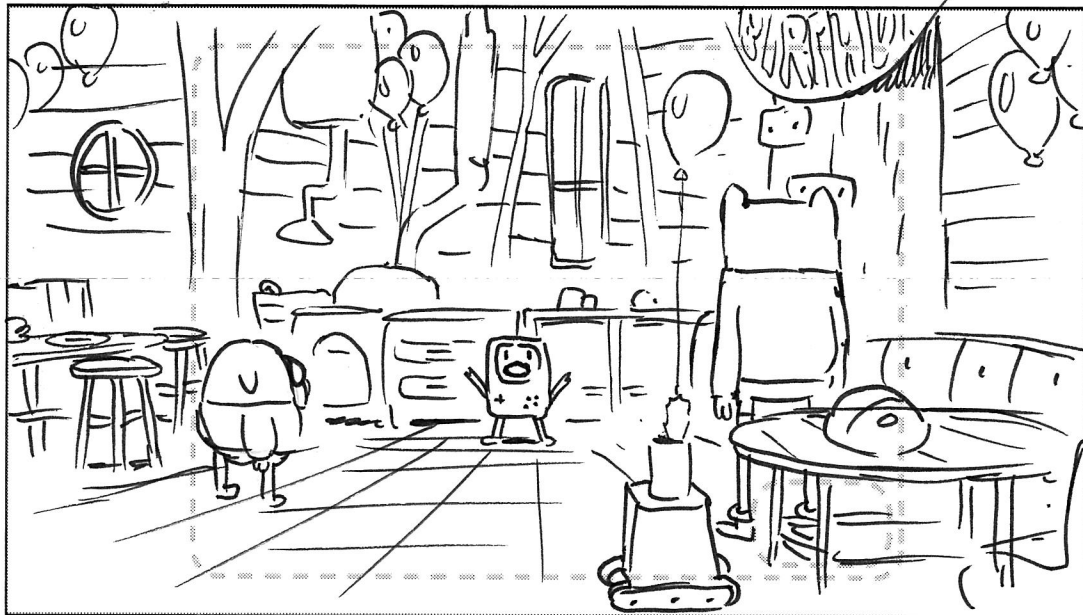
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ADVENTURE TIME

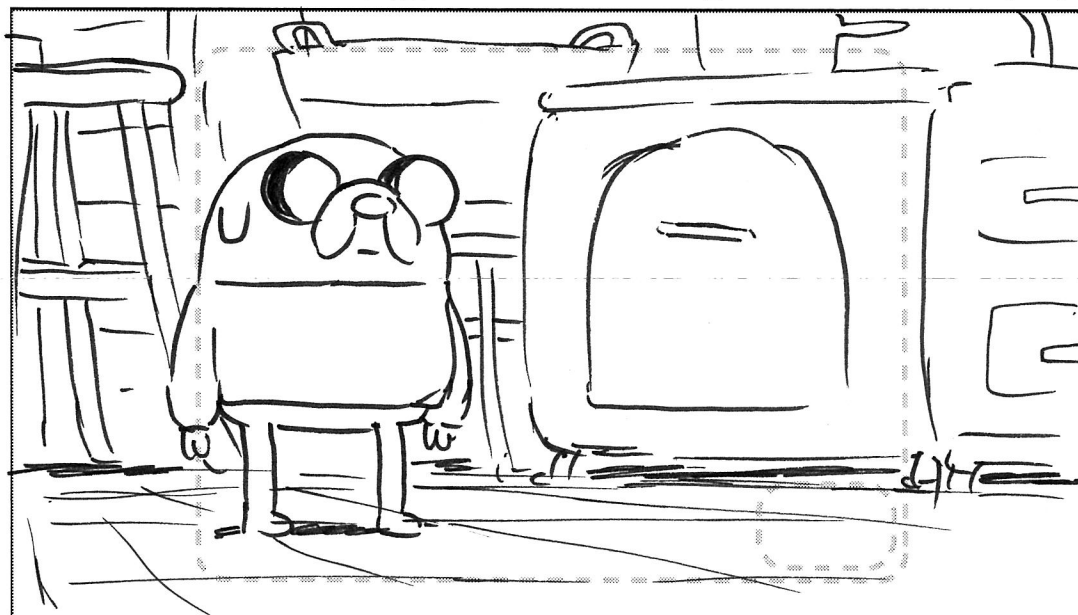


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Sc. 12 Pnl. A Bg. day night



Sc. 13 Pnl. A Bg. day night



Dialog: Bmo Moe is the smartest man
in the world !!

Bmo os He's way →

Action:

Timing:



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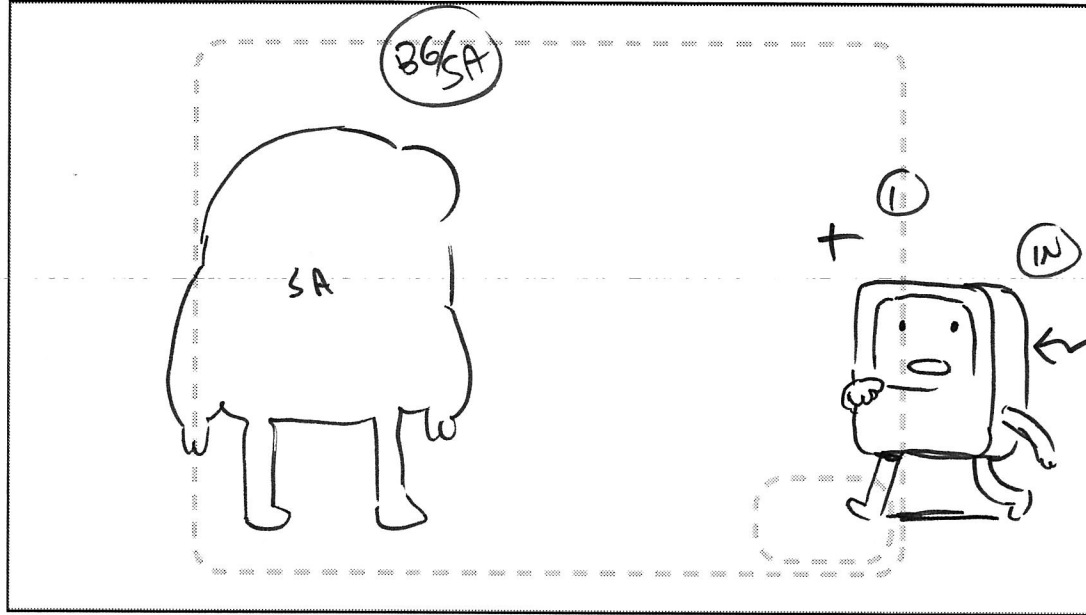
Production :

ADVENTURE TIME

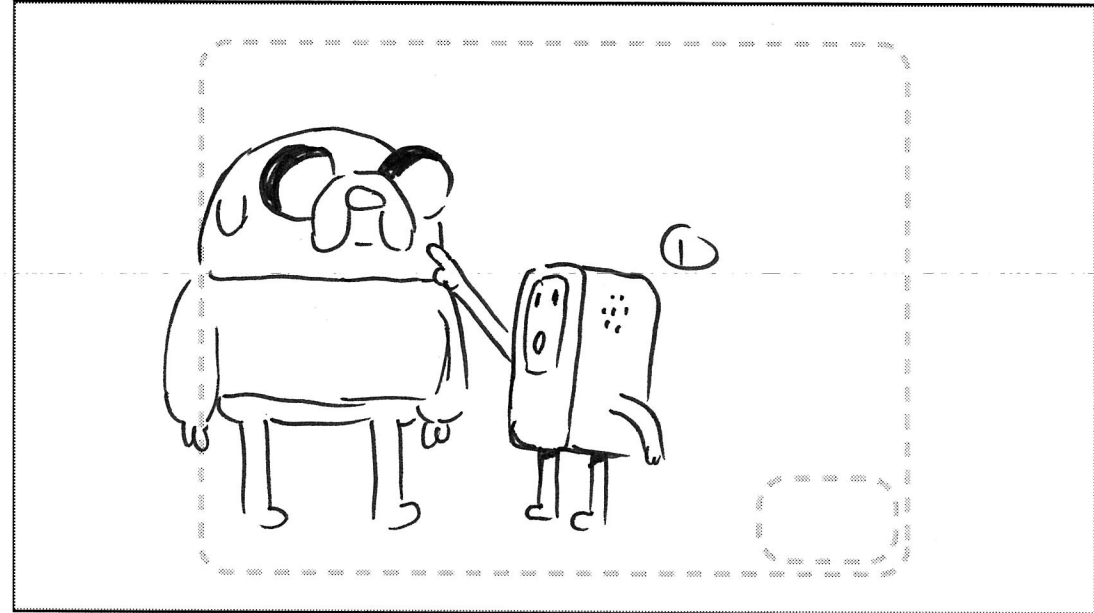


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Sc. 13 Pnl. B Bg. day night



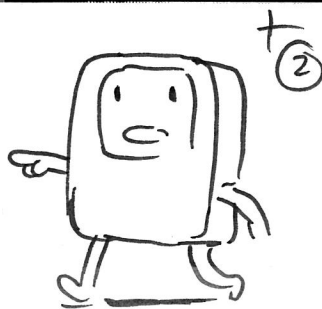
Sc. 13 Pnl. C Bg. day night



Dialog:

BMO → ① smarter than you, ② & you, → ① & you too Jake, ② and you're the smartest guy I know.

Action:



- BMO points at Finn(1)
then Nepr(2) then
Jake →

○ → Jake tracks
BMO

Timing:



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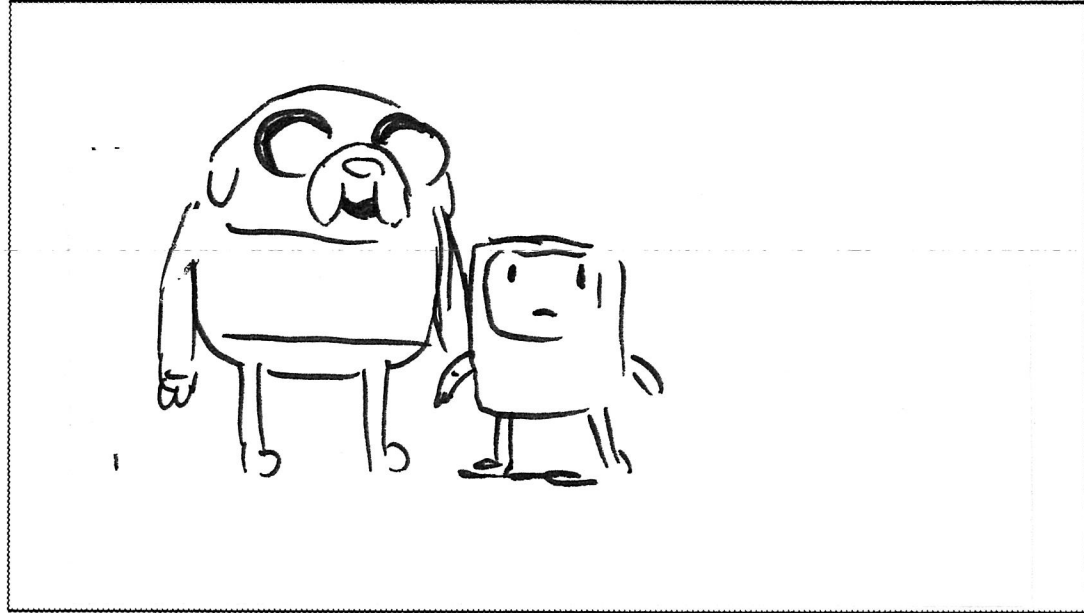
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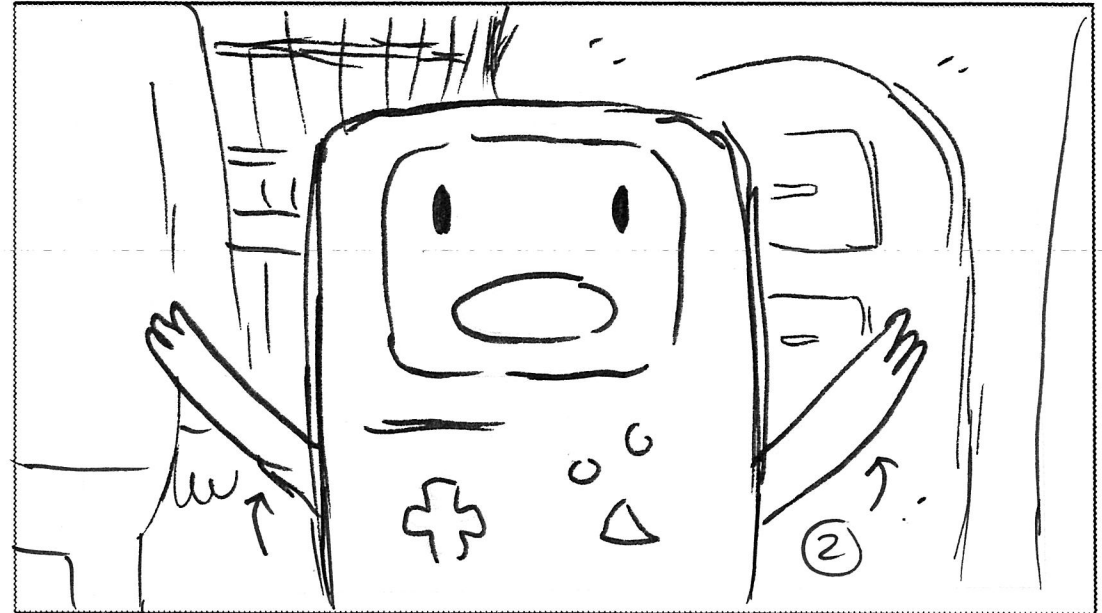


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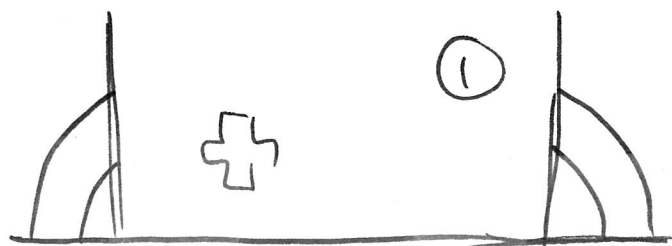
Sc. 13 Pnl. D Bg. day night



Sc. 14 Pnl. A Bg. day night



<p>Dialog:</p> <p><u>J: Hey thanks.</u></p> <p>Action:</p> <p>Timing:</p>	<p><u>BMO: And he knows everything about robots!</u></p>
---------------------------------------------------------------------------	----------------------------------------------------------



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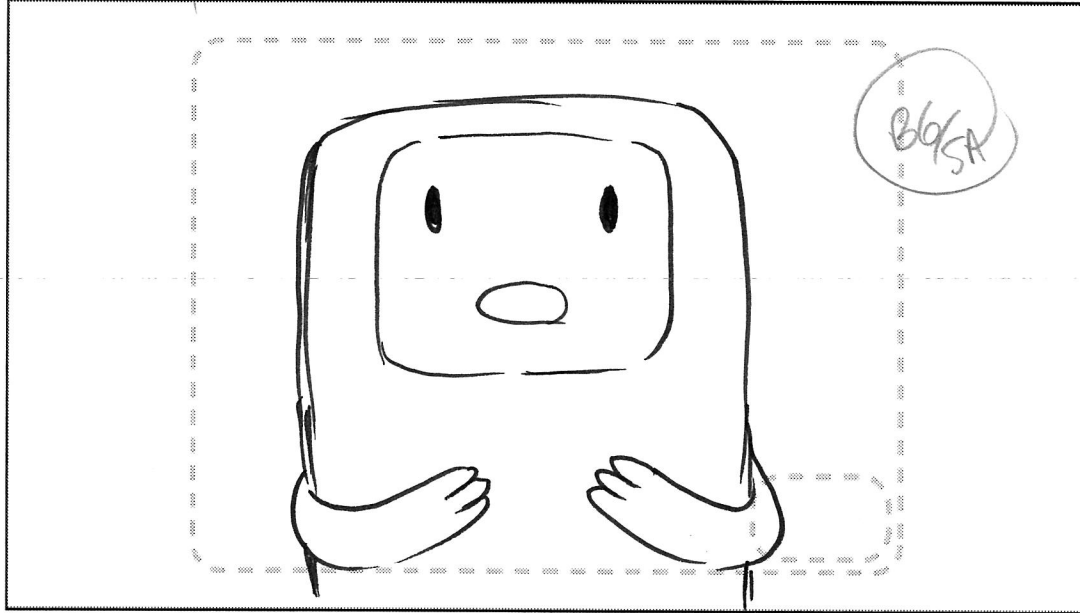
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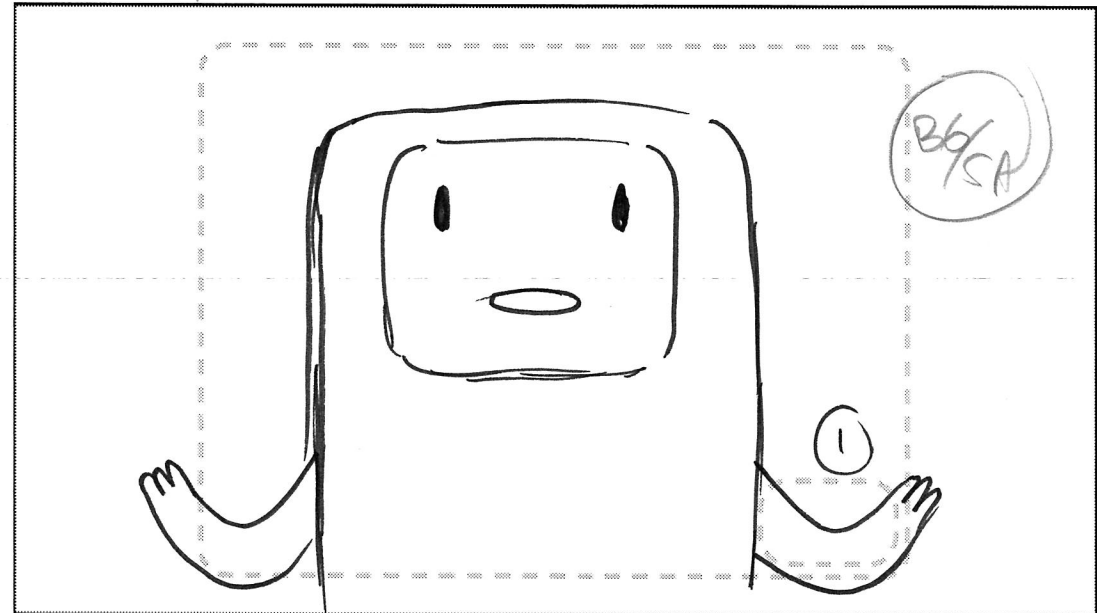
ADVENTURE TIME



Sc. 14 Pnl. 3 Bg. day night



Sc. 14 Pnl. C Bg. day night



Dialog: Bmo He built me, → and he built himself, and all the other MO's.

Action:

Timing:



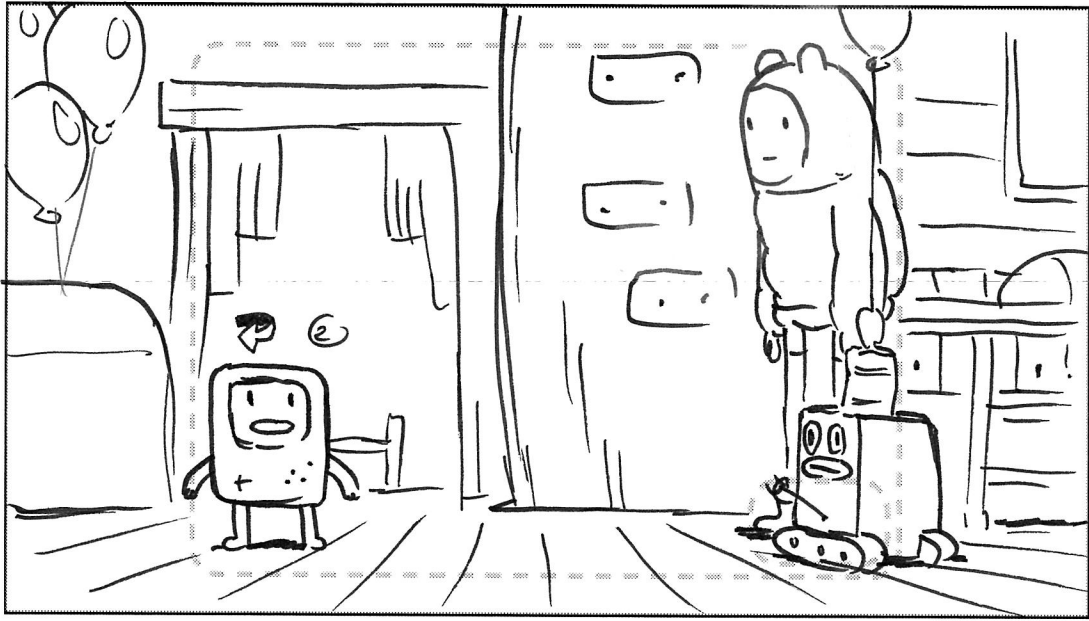
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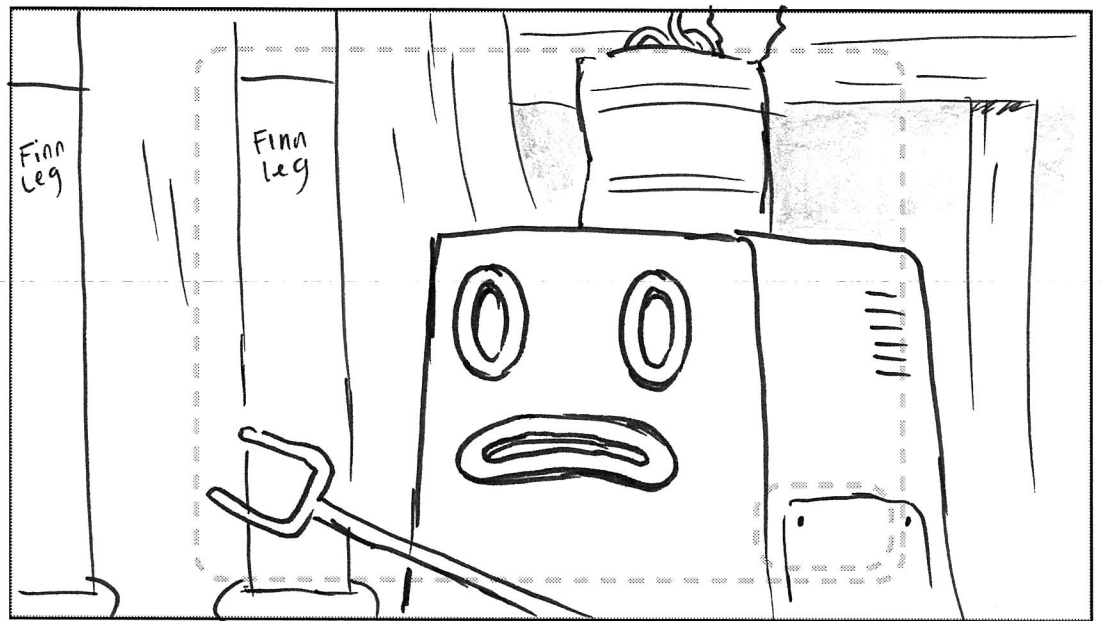
ADVENTURE TIME




Sc. 15 Pnl. A Bg. day night



Sc. 16 Pnl. A Bg. day night



Dialog:	<p><u>BMO</u> He's so smart, I bet he could even fix Neptre.</p>		<p><u>NEPTR</u>: What? What's wrong with me?</p>	
Action:				
Timing:	<div></div>			

Production :

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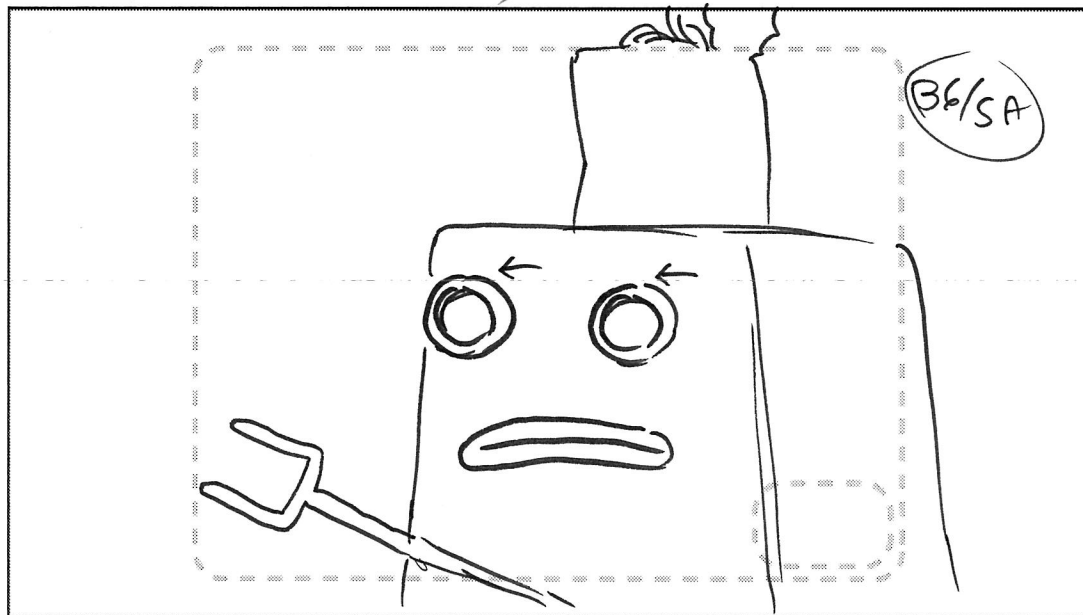
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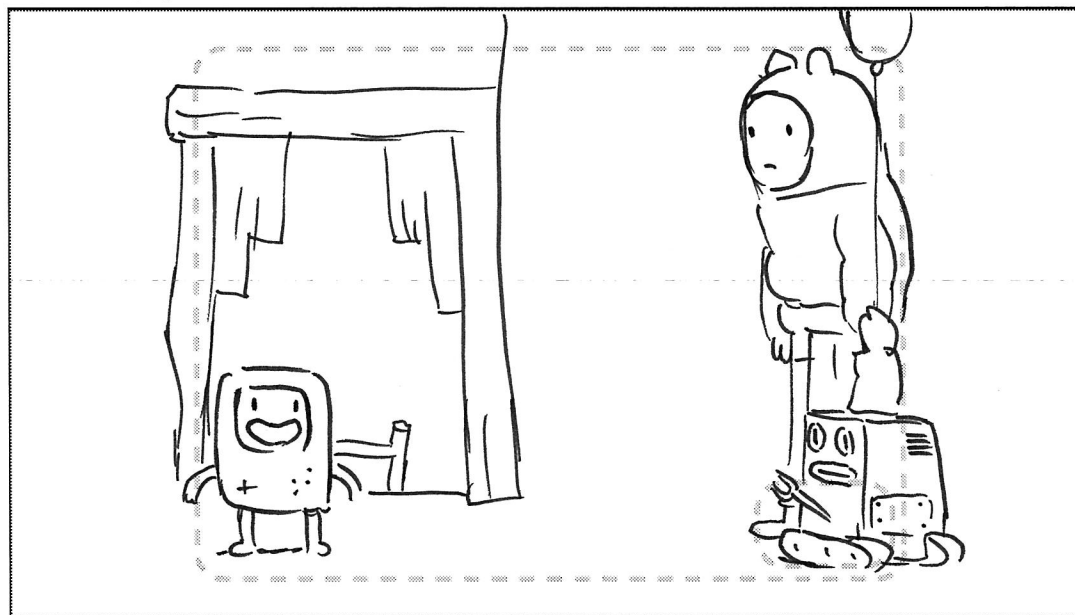


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Sc. 16 Pnl. B Bg. day night



Sc. 17 Pnl. A Bg. day night



Dialog:

(SFX:) * KNOCK KNOCK *

(BMO) OH BOY HE'S HERE!

Action:

- Neptu hears knocking at the front door.

Timing:

Production :

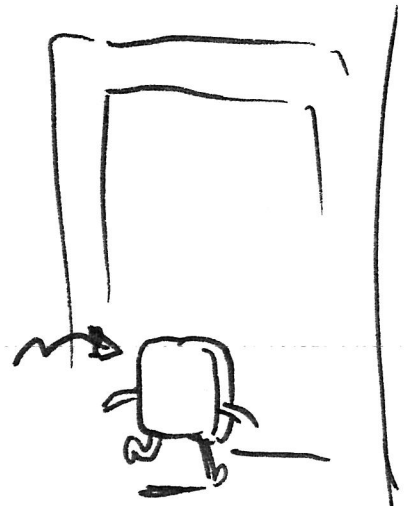
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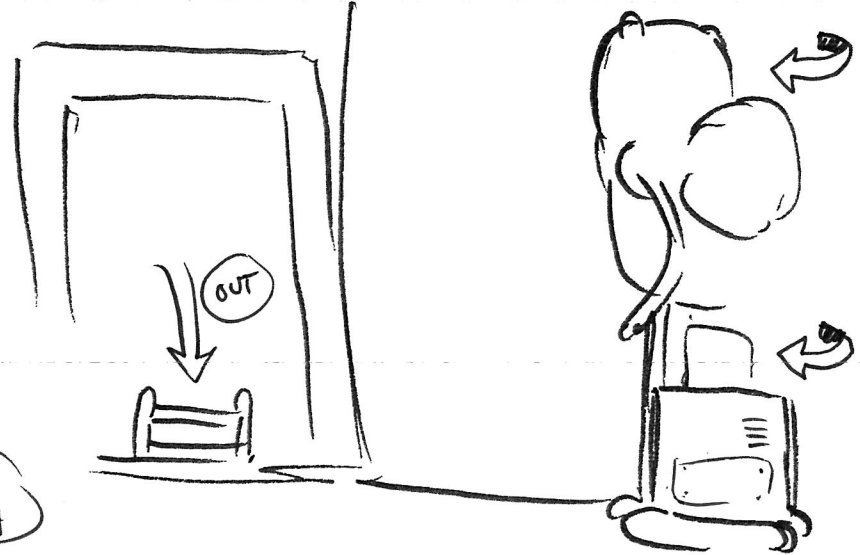


Sc. 17 Pnl. B Bg. day night




(BG/SA)

Sc. 17 Pnl. C Bg. day night



(BG/SA)

Dialog	(BMO) Haha ha!	(SFX) * SMASH *
Action	- BMO leaps downstairs.	
Timing		



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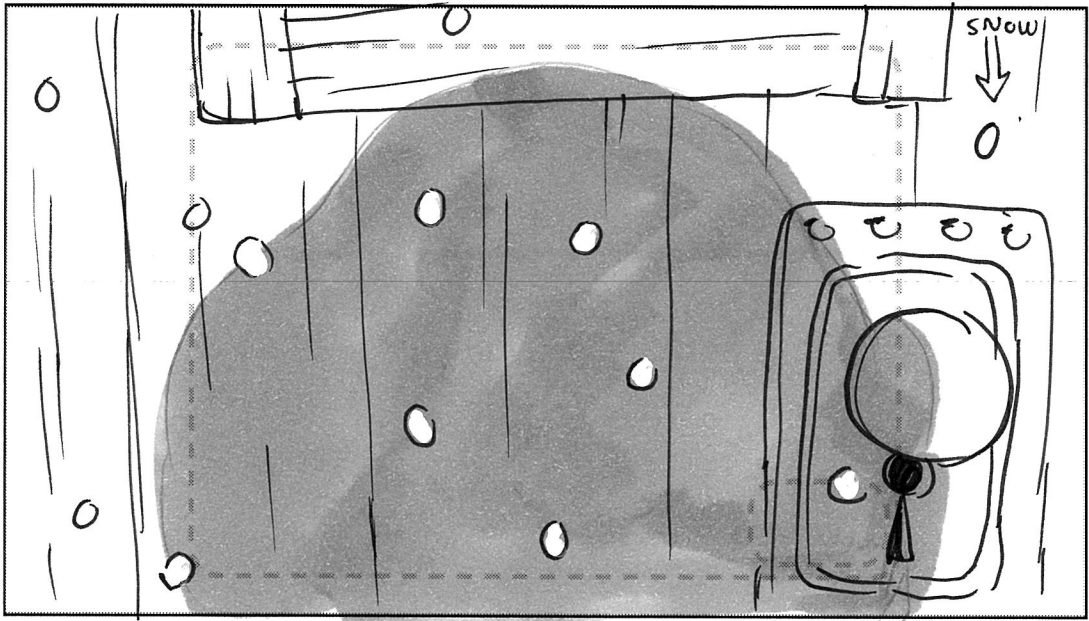
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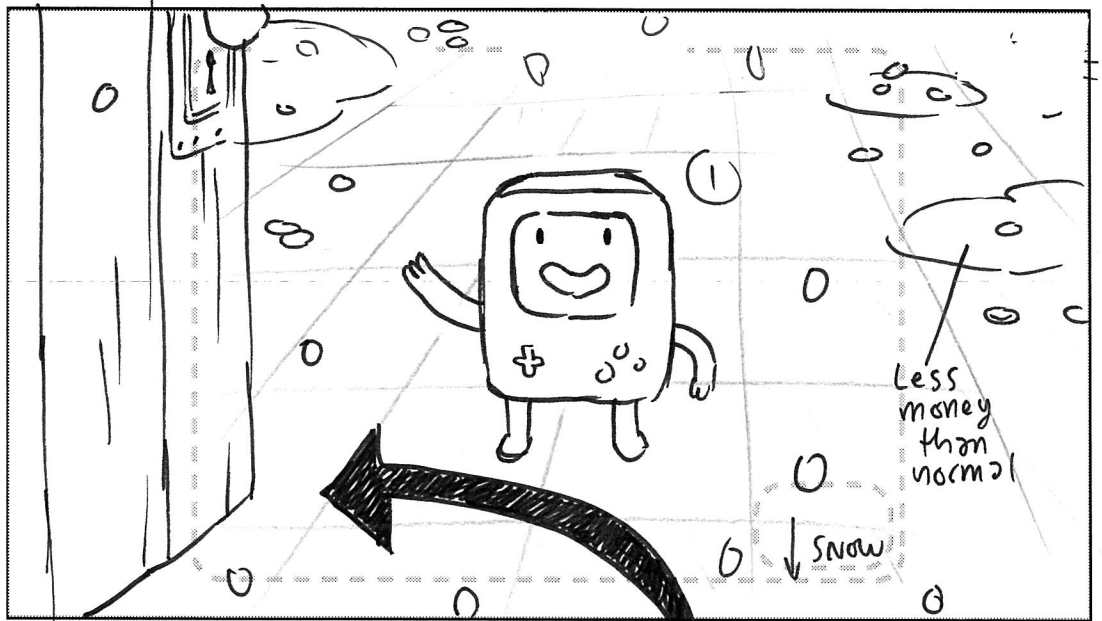
ADVENTURE TIME



Sc. 18 Pnl. A Bg. day night



Sc. 18 Pnl. B Bg. day night

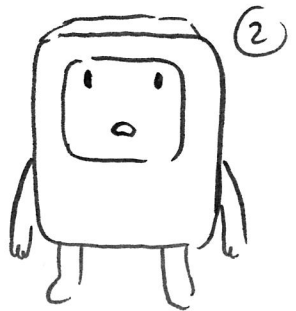


Dialog:

BMO: (2) oh...
(deflated)

Action:

Timing:



- Door swings open to reveal BMO.

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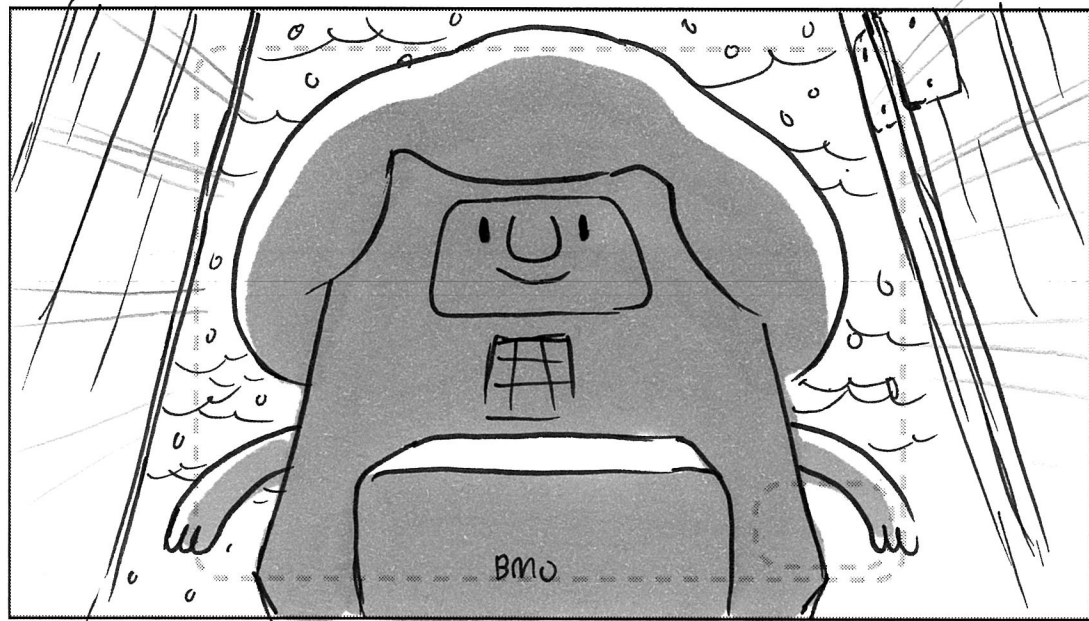
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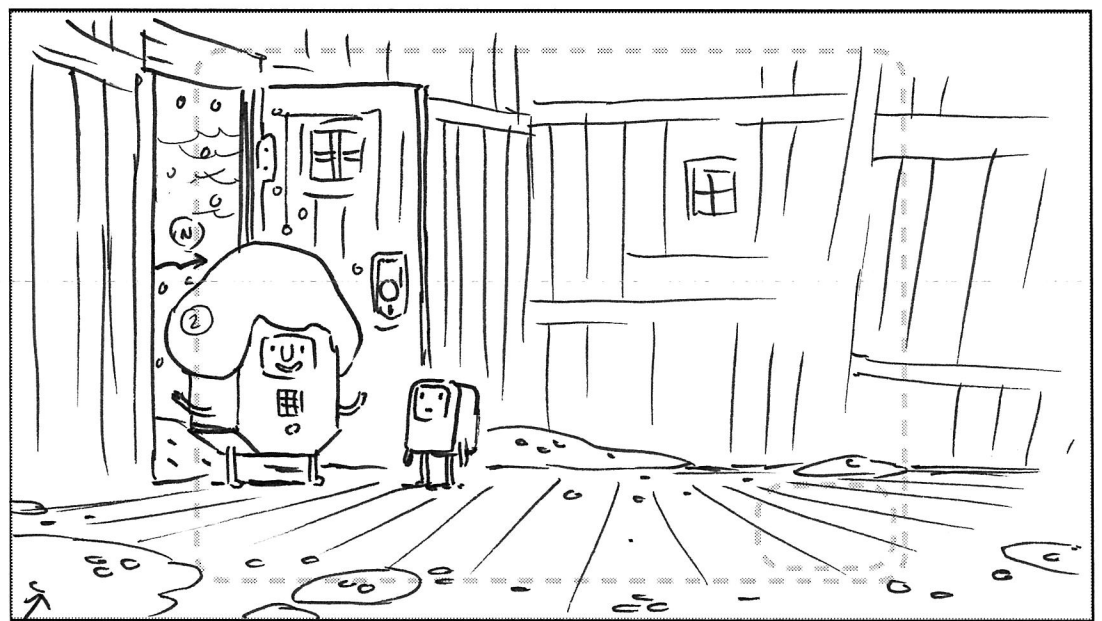
ADVENTURE TIME



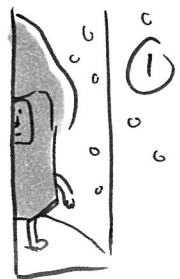
Sc. 19 Pnl. A Bg. day night



Sc. 20 Pnl. A Bg. day night



Dialog:	<p>BMO: You're not Moe...</p> <p>Moe: Why of course I am BMO *chuckle*.</p>	
Action:	<p>slowly restocking treasure room.</p>	<p>- Moe enters the treasure room.</p>
Timing:		



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Production :

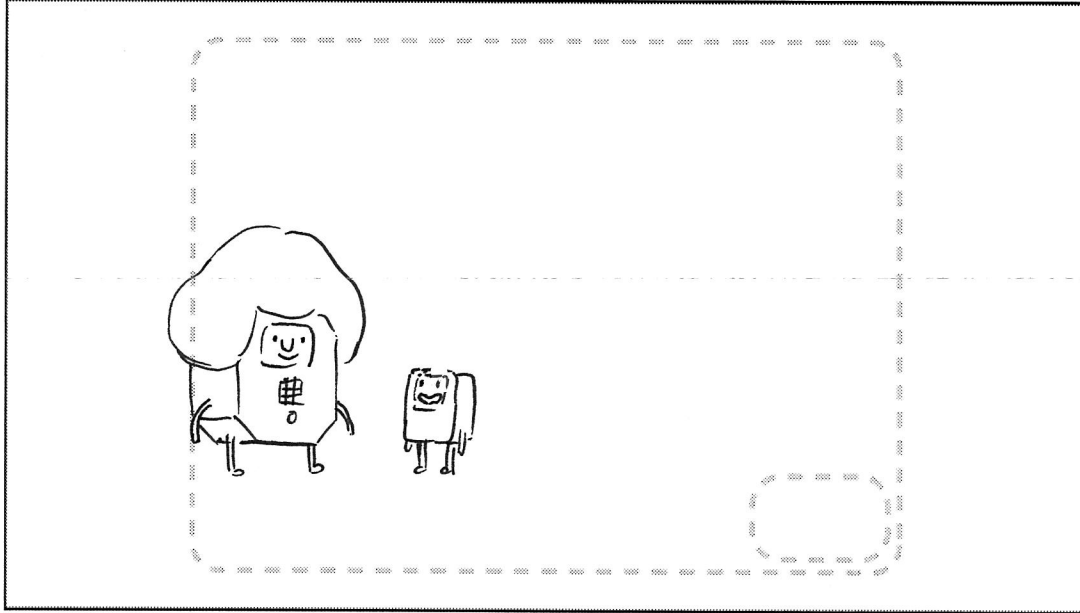
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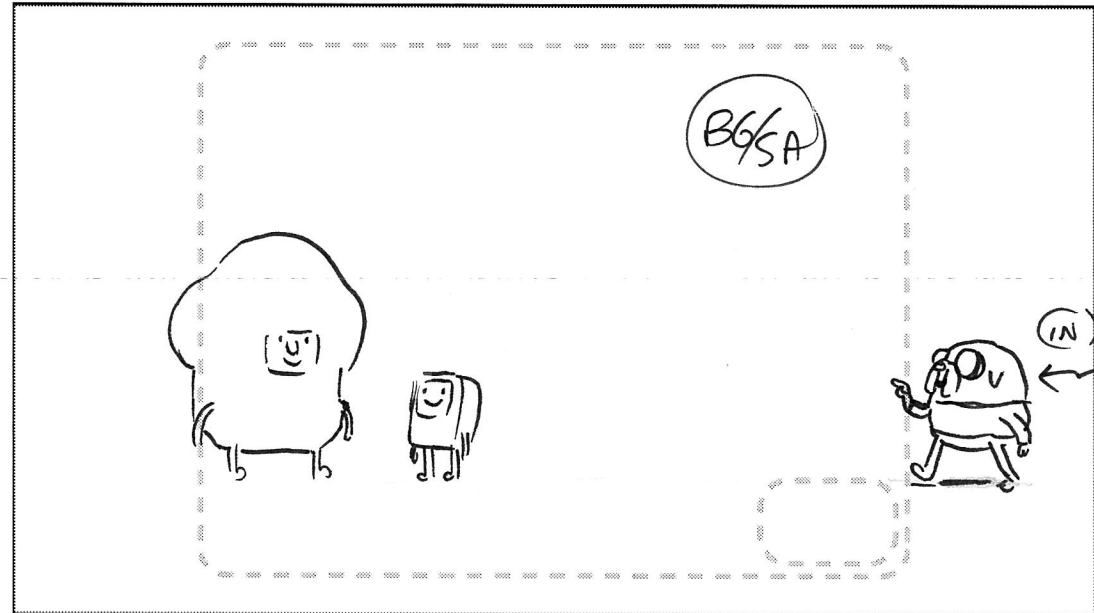


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Sc. 20 Pnl. B Bg. day night



Sc. 20 Pnl. C Bg. day night



Dialog: BMO (totally convinced!) Oh Okay! 😊

JAKE: Hey! Moe! New haircut?

Action:

Timing:

EPISODE #

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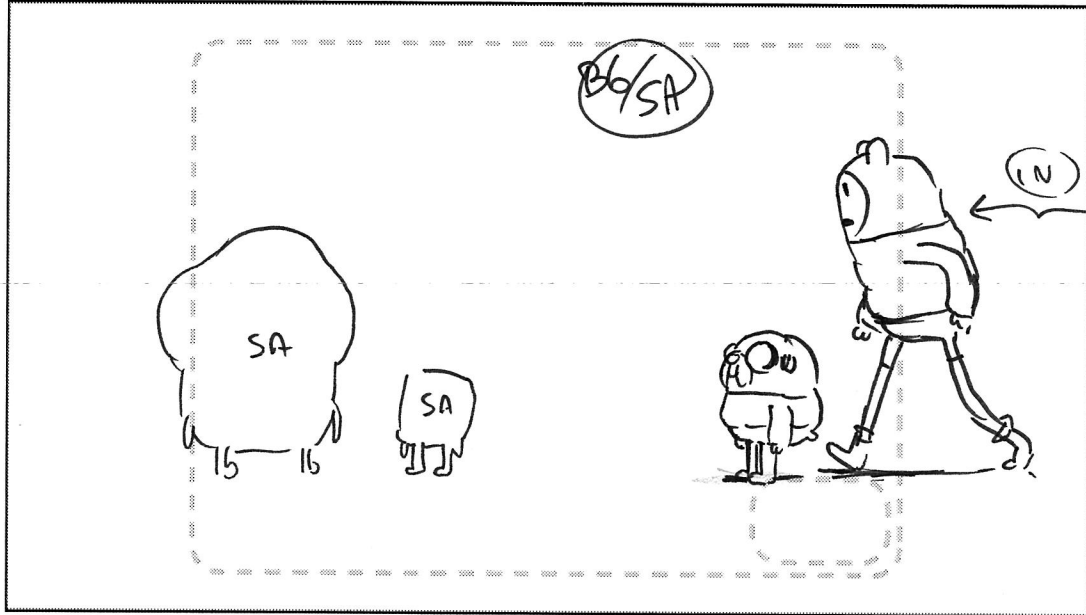
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ADVENTURE TIME

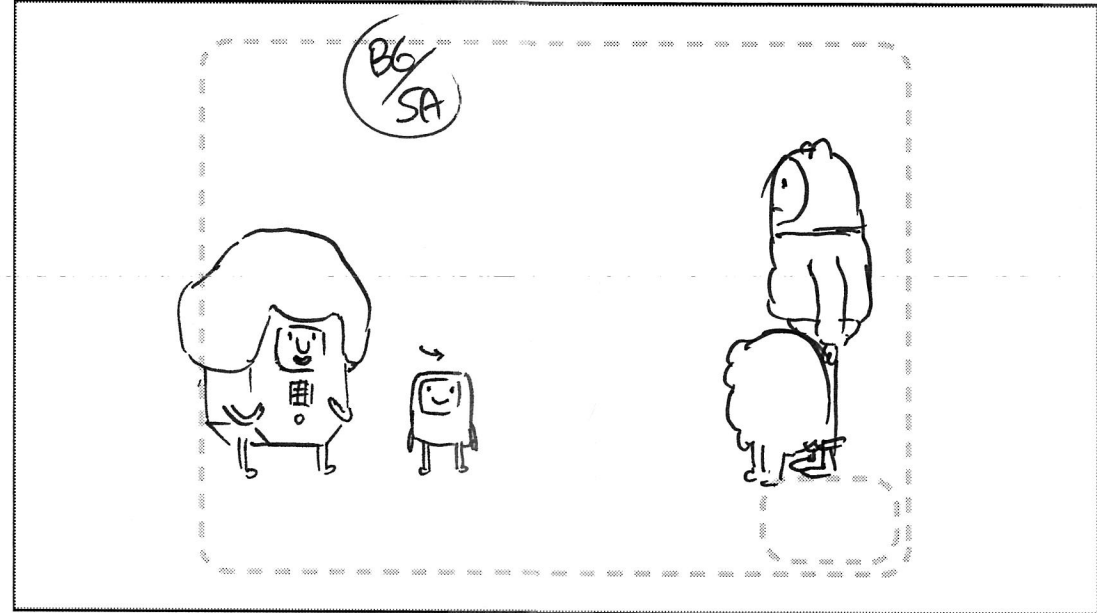


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Sc. 20 Pnl. D Bg. day night



Sc. 20 Pnl. E Bg. day night



Dialog:

(FINN) Whoa, Moe - what happened to your body?

(MOE) Oh - * chuckle * that old thing?

Action:

Timing:

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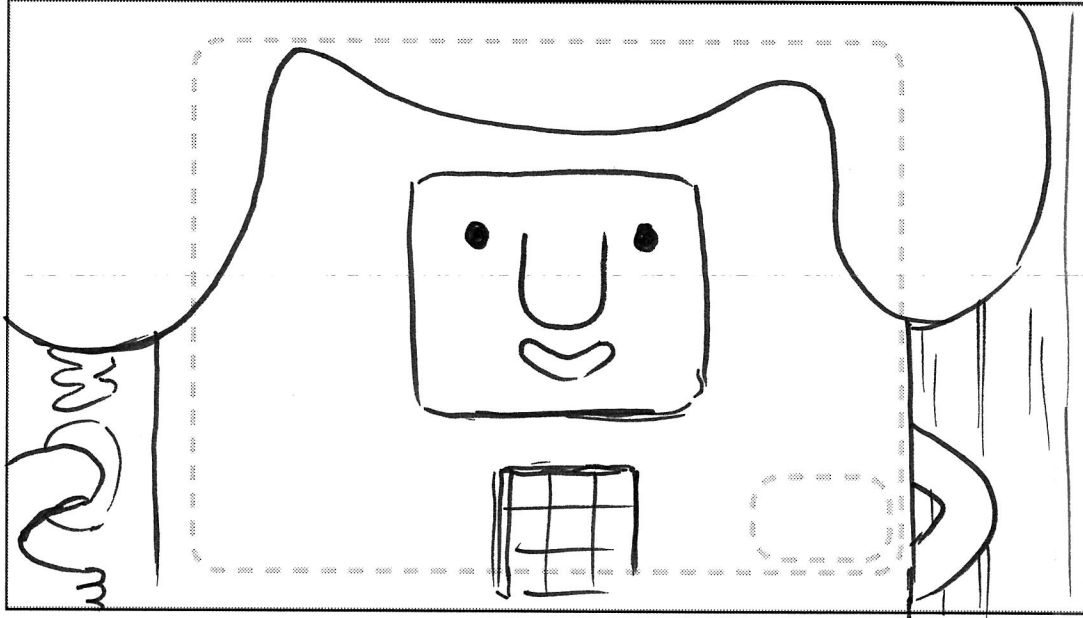
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ADVENTURE TIME

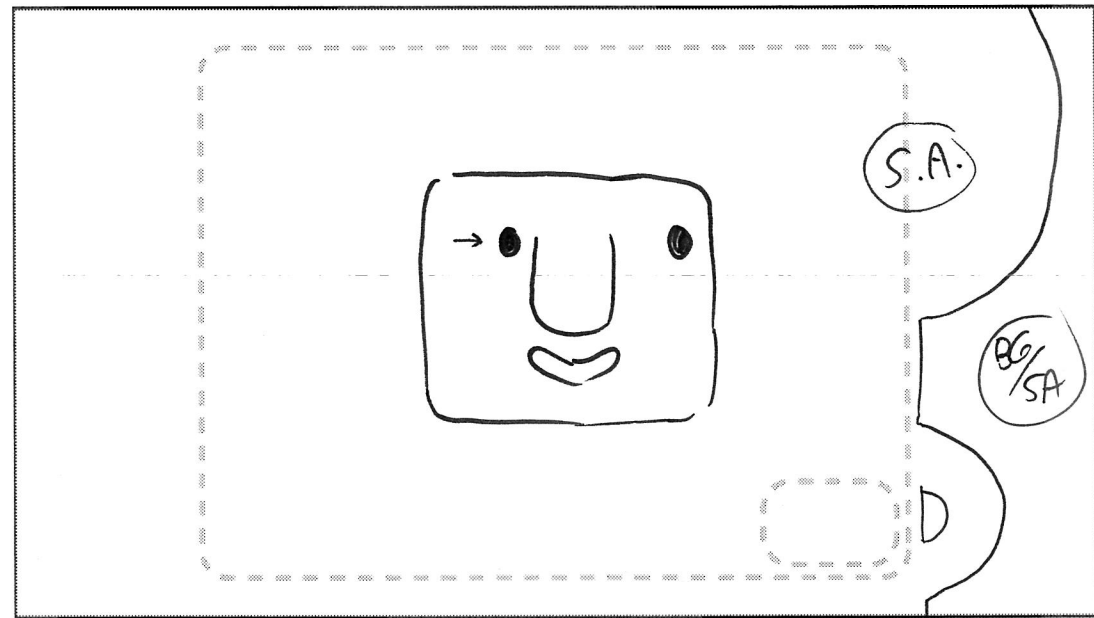


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Sc. 21 Pnl. A Bg. day night



Sc. 21 Pnl. B Bg. day night



Dialog:

(MOE) She conked out on me
months ago -

(MOE) → I guess I don't
make 'em like I used to, →

Action:

Timing:

EPISODE #

1034-224

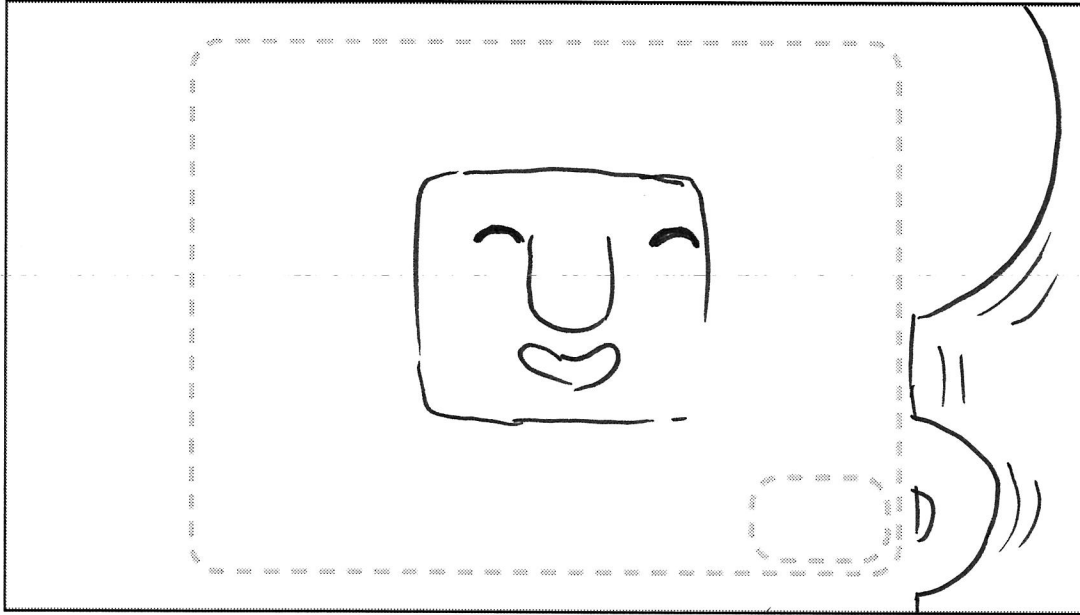
Production :

ADVENTURE TIME

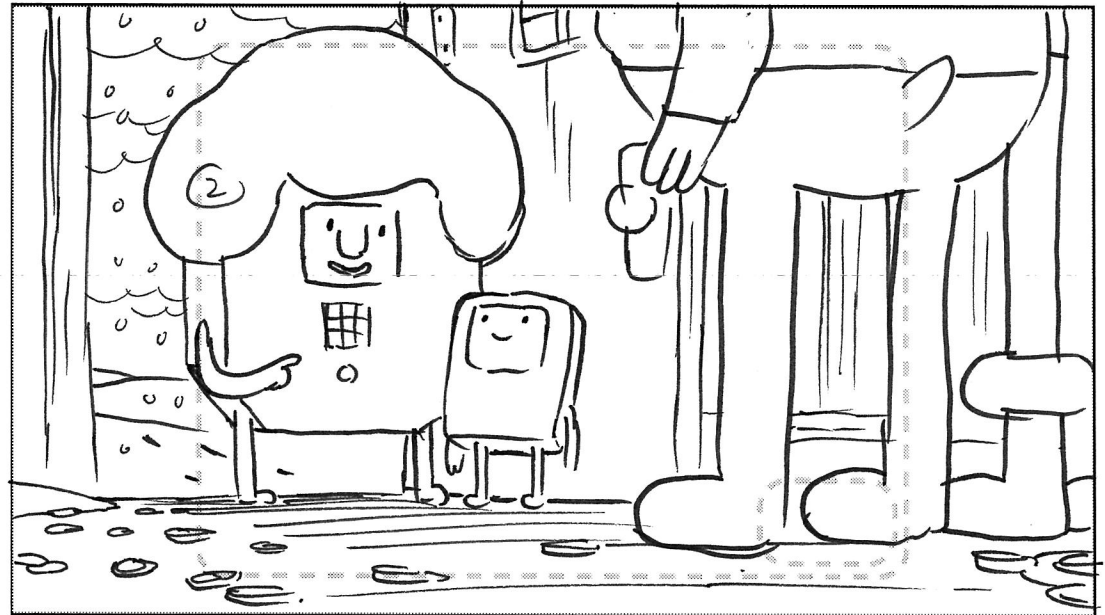


Page 27

Sc. 21 Pnl. C Bg. day night



Sc. 22 Pnl. A Bg. day night



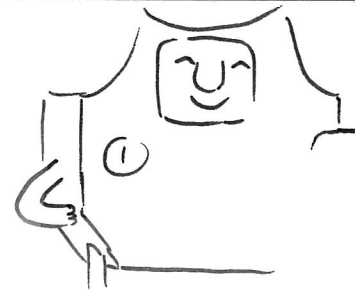
Dialog:

(MOE:) * chuckling *

(MOE) Not like little BMO here -

Action:

Timing:



EPISODE # 1034-224

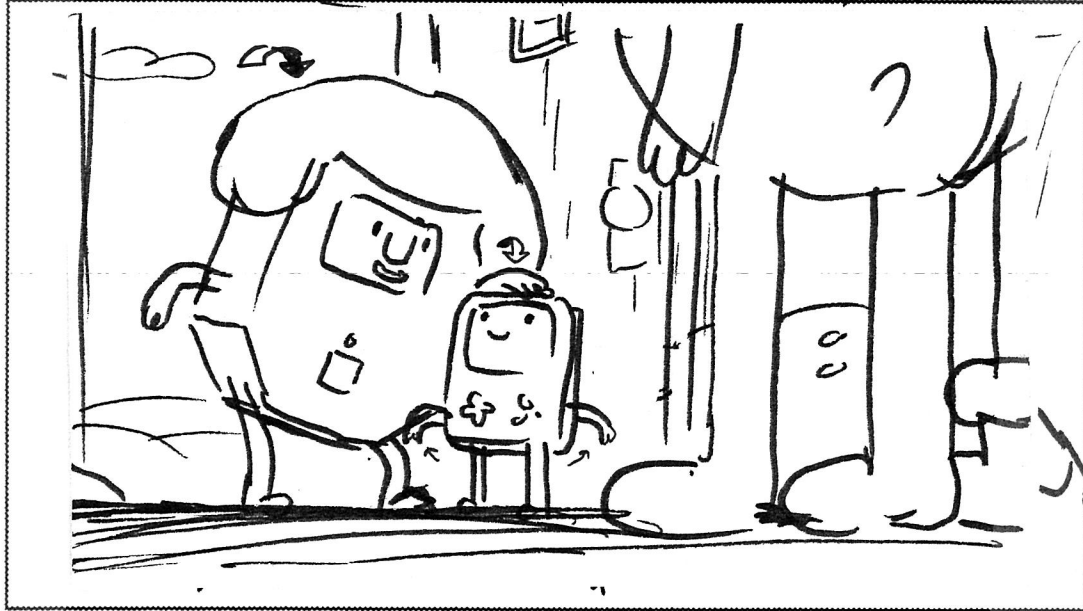
Production :

ADVENTURE TIME

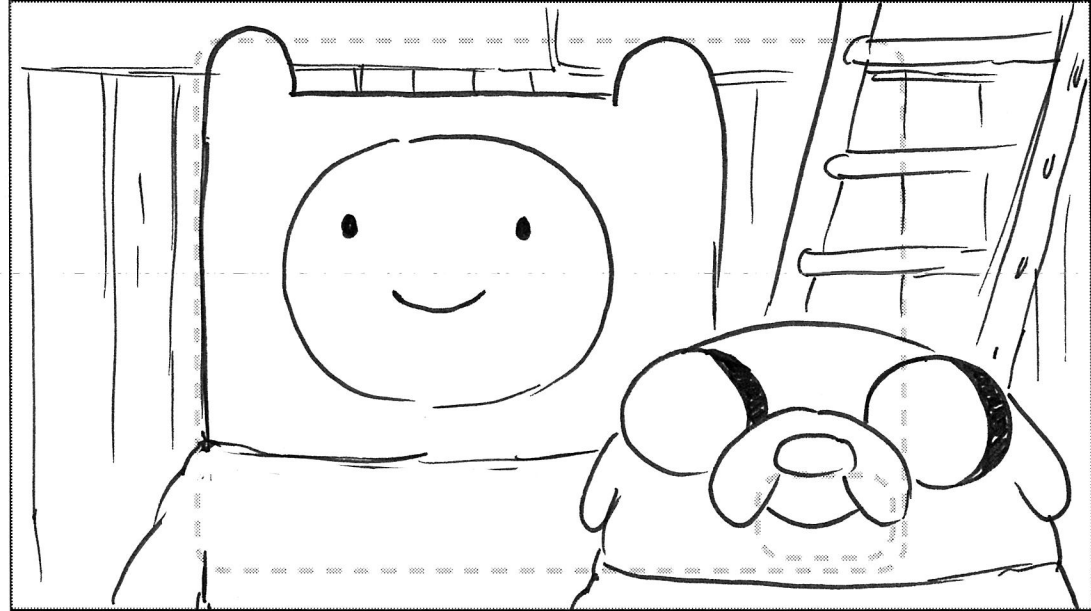


Page 28

Sc. 22 Pnl. B Bg. day night



Sc. 23 Pnl. A Bg. day night



Dialog:

(Moe) You got ALL my love
and affection.

(BMO) (super
cheerful) Thanks!

Action:

- Moe rests his hand on BMO's head.

Timing:

EPISODE #

1034-224

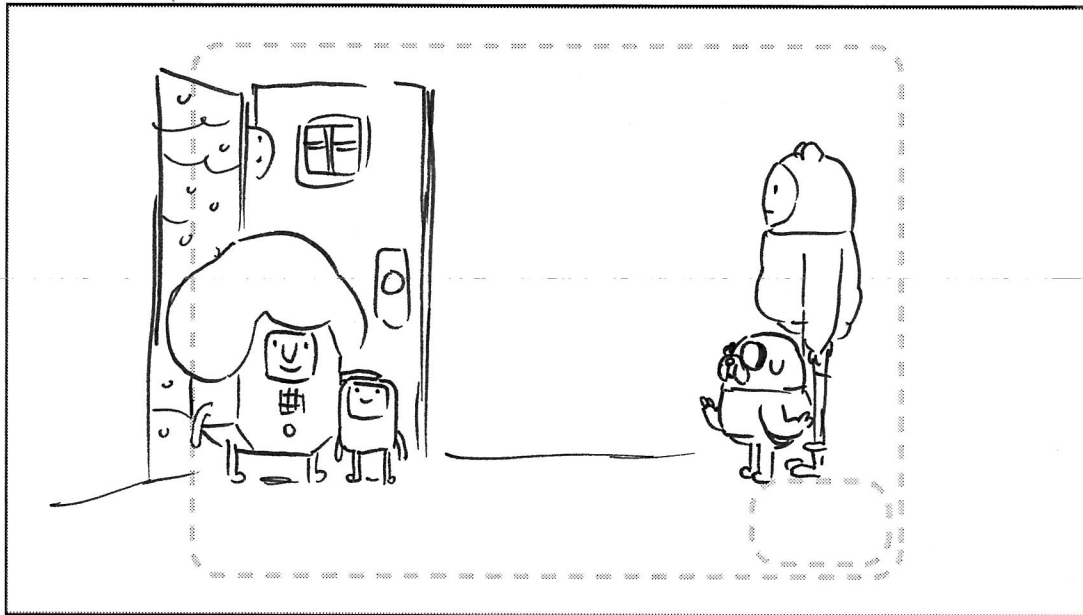
Production :

ADVENTURE TIME

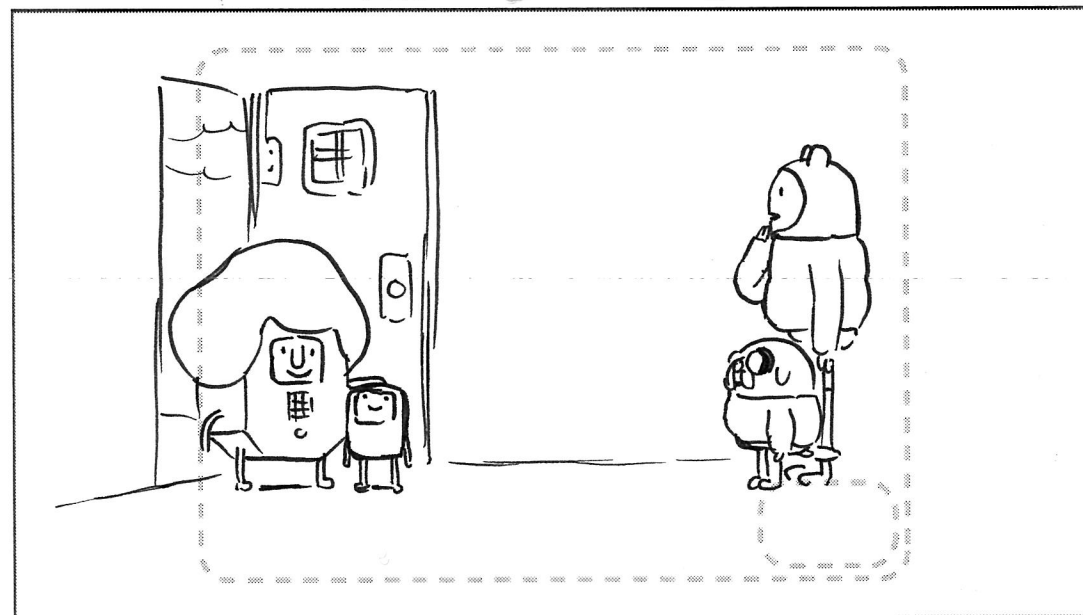


Page 29

Sc. 24 Pnl. A Bg. day night



Sc. 24 Pnl. B Bg. day night



Dialog:

JAKE: Well, we made a cake...

FINN: We weren't sure if you eat (2) but BMO insisted...

Action:



Timing:



Production :

EPISODE #

1034-224

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ADVENTURE TIME



Sc. 24 Pnl. C Bg. day night

Sc. Pnl. Bg. day night

Dialog: BMO [ANGRY!] EATING HELPS ME GROW!!

Action:

Timing:

EPISODE # 1034-224

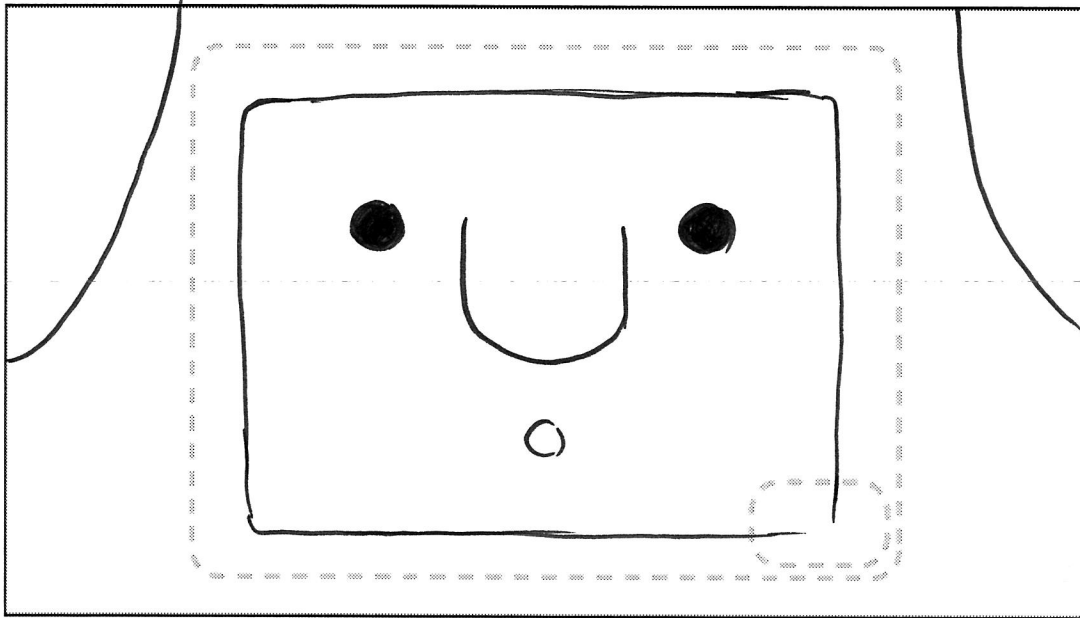
Production :

ADVENTURE TIME

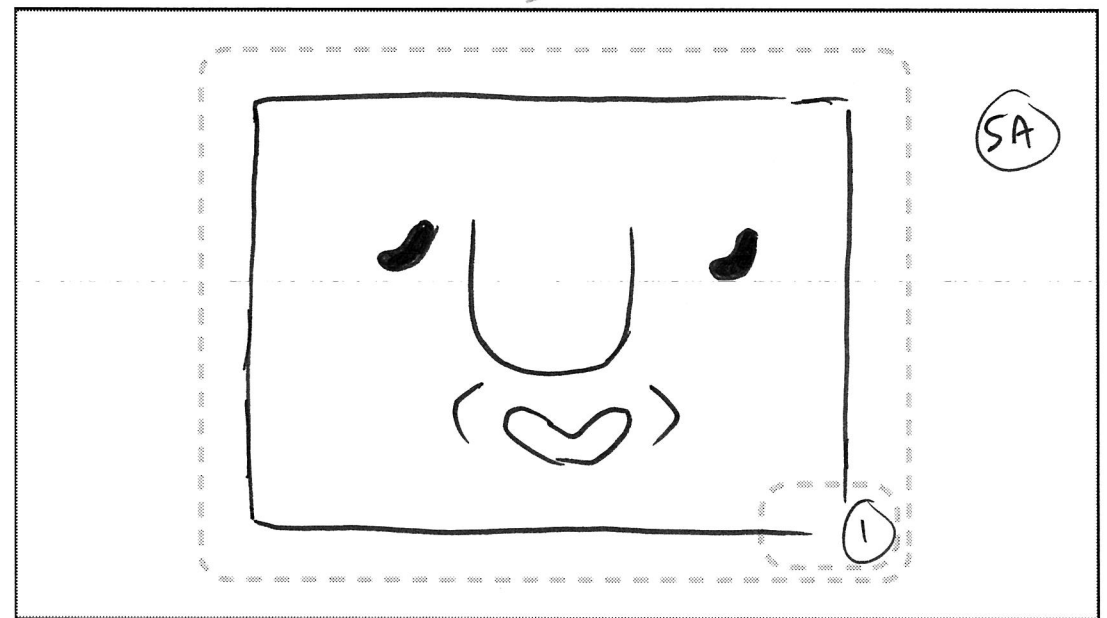


Page 31

Sc. 25 Pnl. A Bg. day night



Sc. 25 Pnl. B Bg. day night

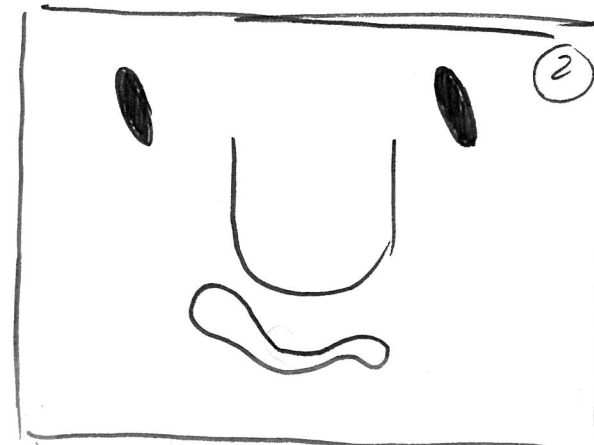


Dialog:

Moe: Oh *chuckle* —————> well, er, uh —
well

Action:

Timing:



EPISODE #

1034-224

Production :

ADVENTURE TIME



Sc.

25

Pnl.

C

Bg.

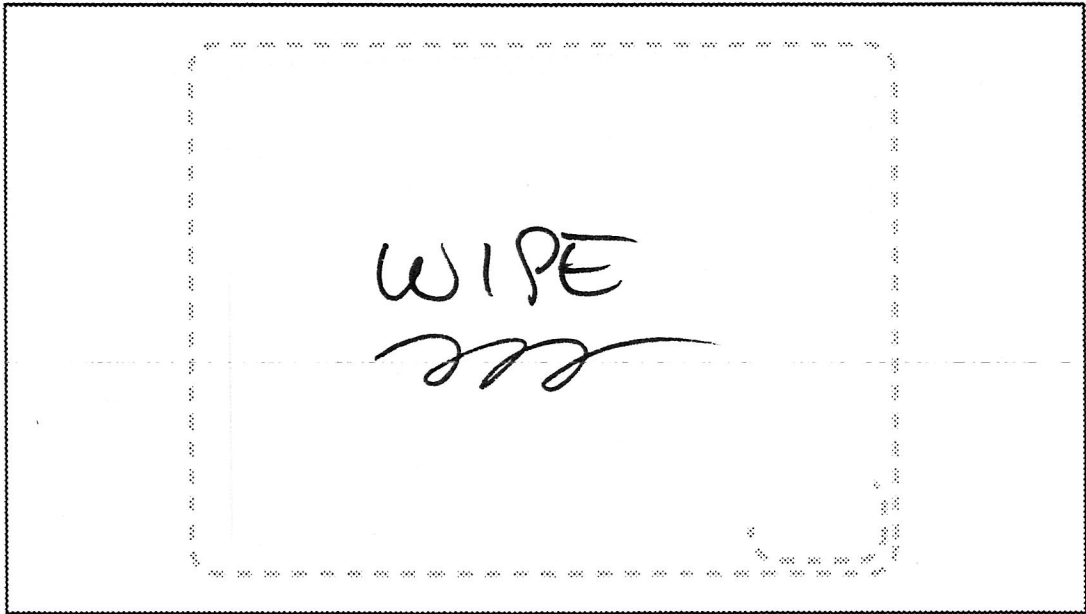
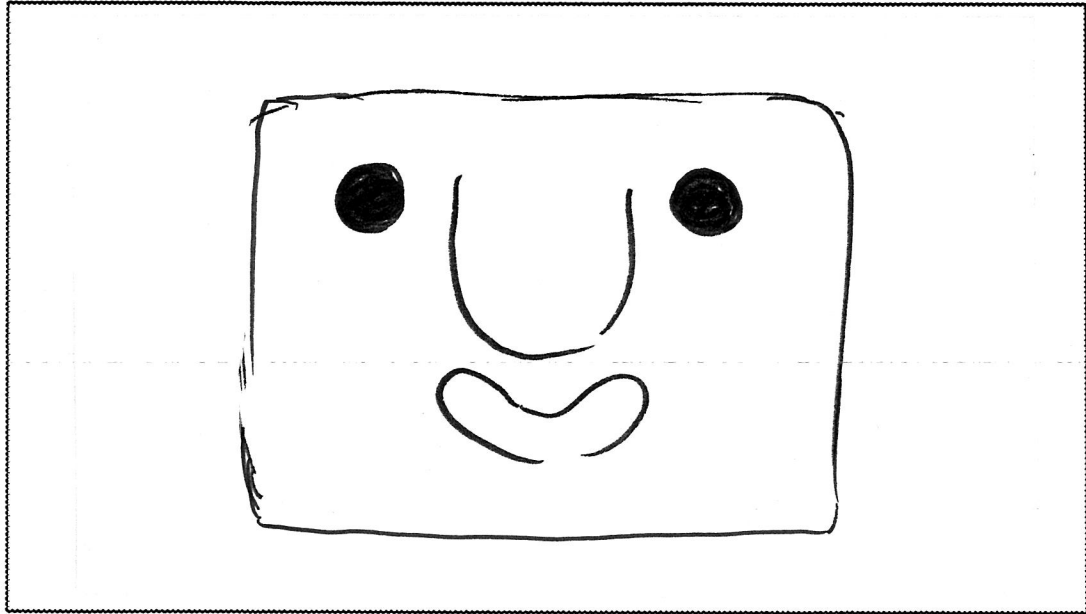
day night

Sc.

Pnl.

Bg.

day night



Dialog:

(M:) When in Rome!

Action:

eye bulge on "when"

Timing:

① ② ③

1034-224
EPISODE #

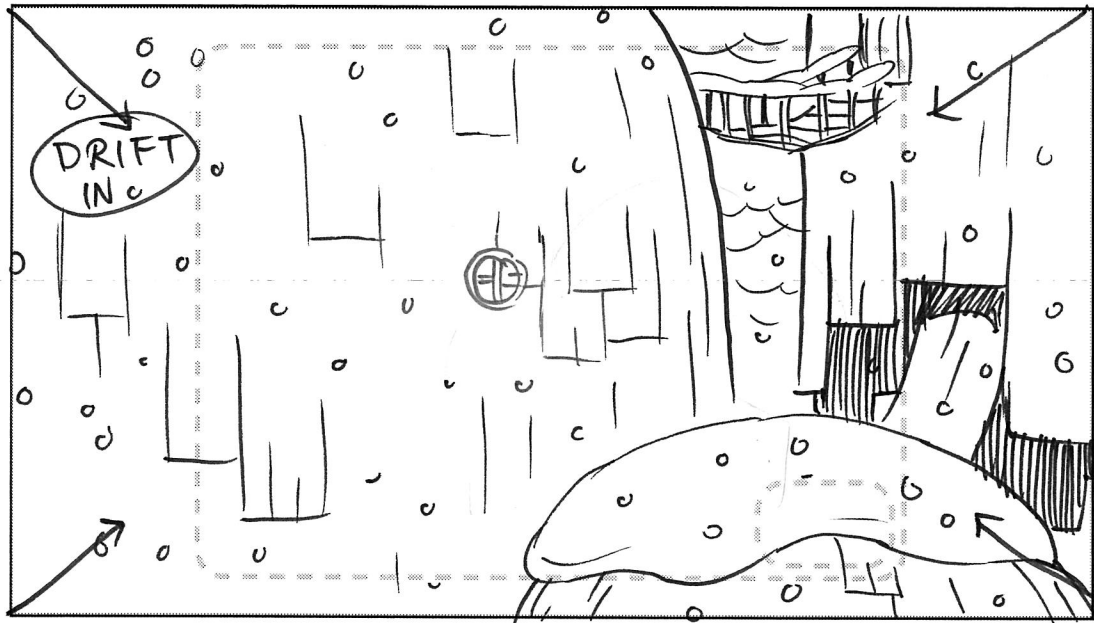
Production :

ADVENTURE TIME

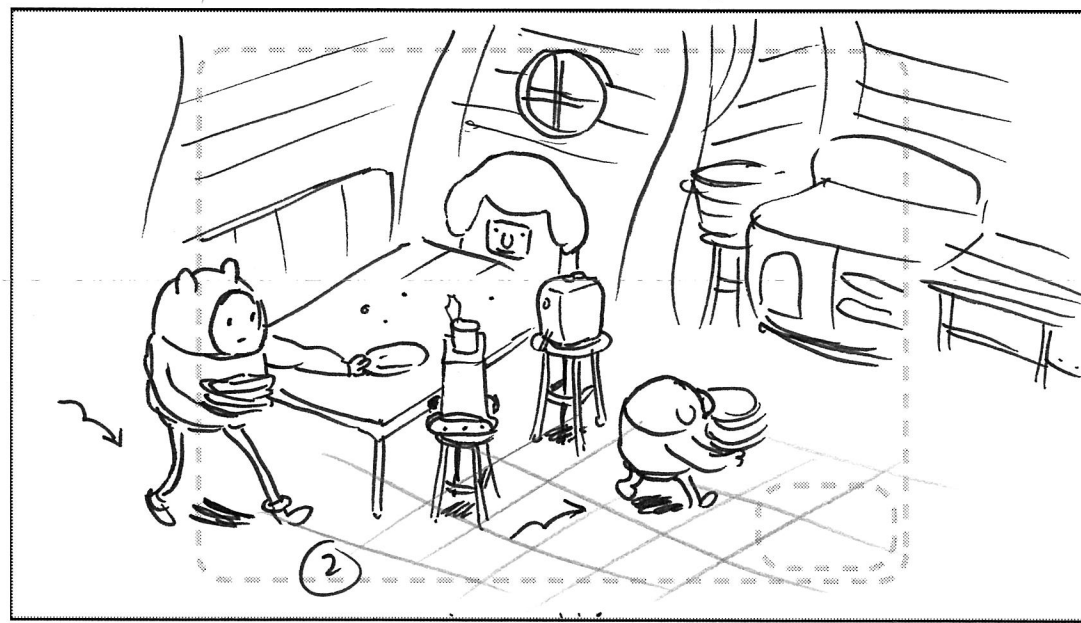


Page 33

Sc. 26 Pnl. A Bg. day night



Sc. 27 Pnl. A Bg. day night



Dialog:

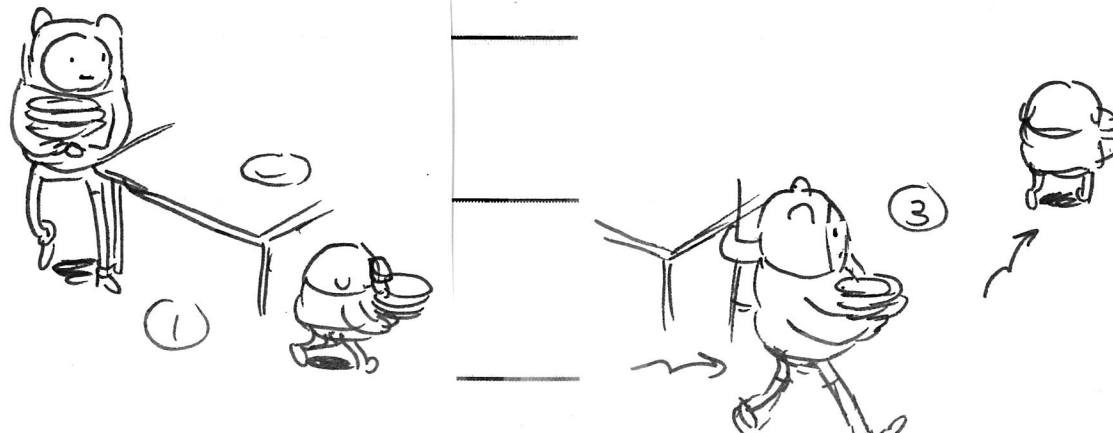
(SFX) * dishes clinking/clattering *

Action:

- Finn and Jake clear dirty dishes from table

Timing:

(MOE) So, BMO...



Production :

EPISODE #

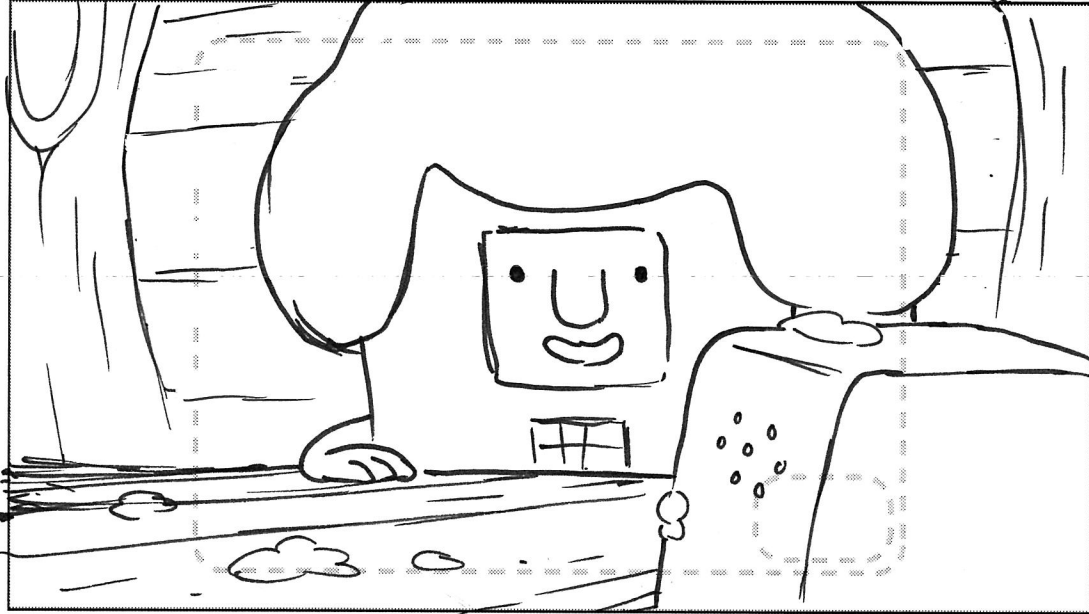
1034-224

ADVENTURE TIME

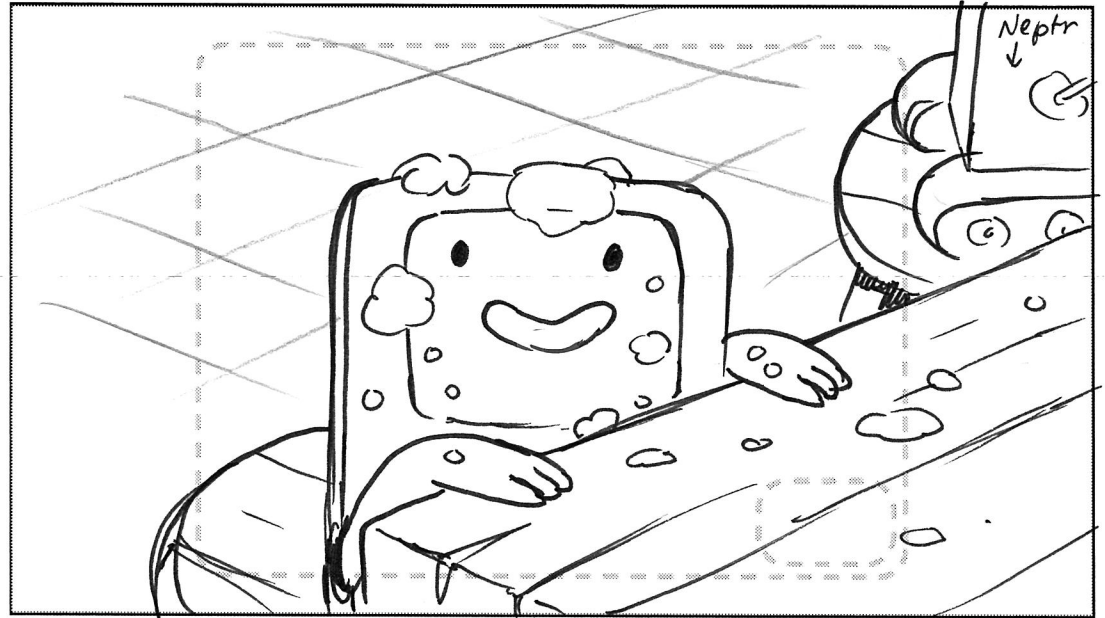


Page 34

Sc. 28 Pnl. A Bg. day night



Sc. 29 Pnl. A Bg. day night



Dialog:

(MOE) → ... Are you ready
for your birthday
surprise?

Action:

Timing:

(BMO) *GIGGLE* BOY HOWDY!

EPISODE #

1034-224

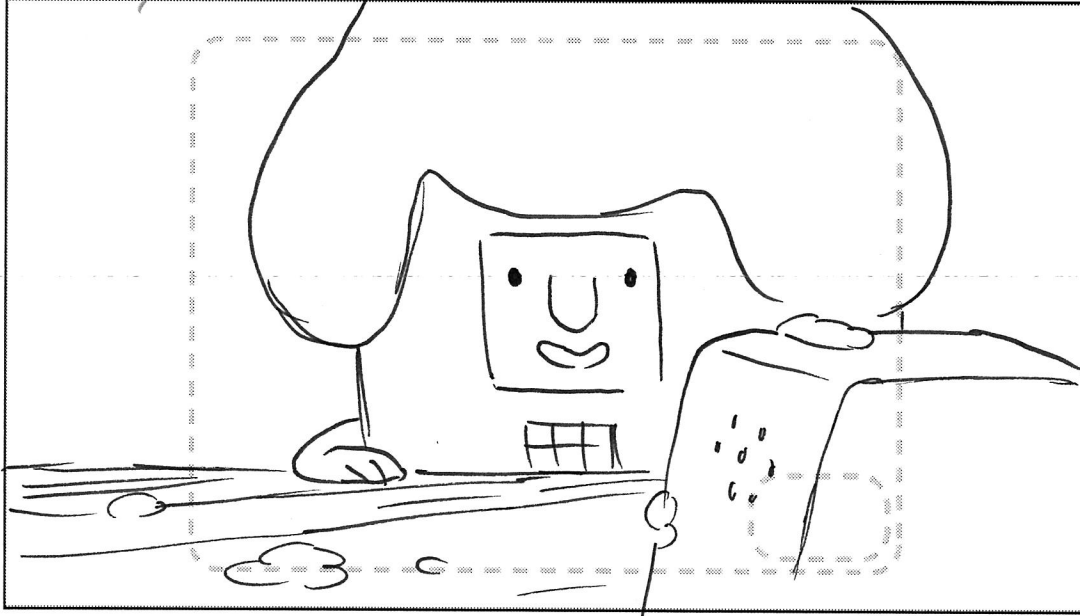
Production :

ADVENTURE TIME

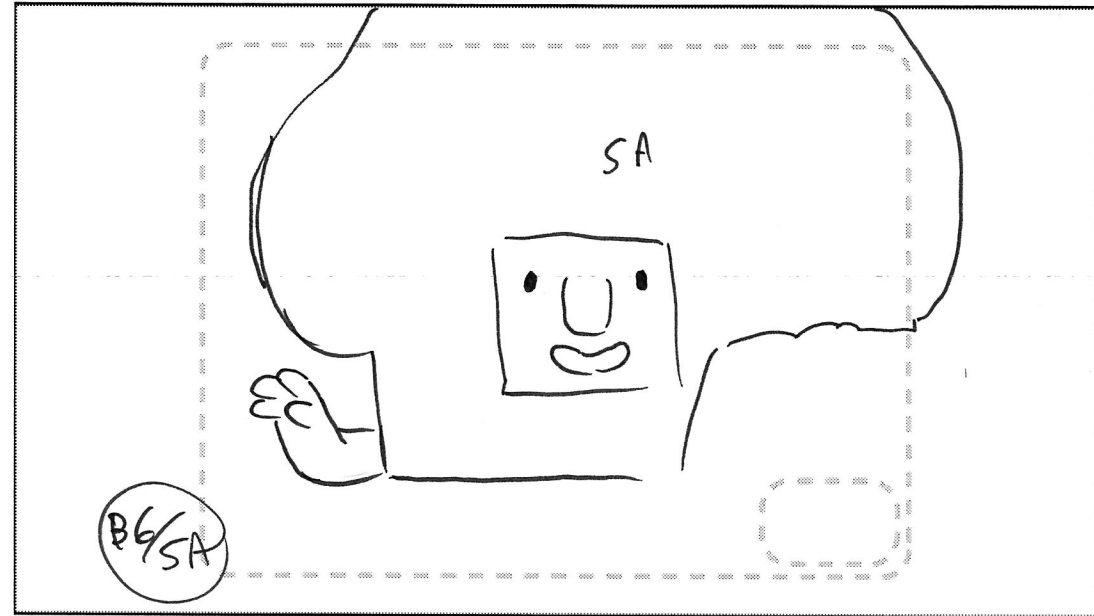


Page 35

Sc. 30 Pnl. A Bg. day night



Sc. 30 Pnl. B Bg. day night



Dialog:

MOE: For your birthday... (pause) → I got you... (pause)
(suspenseful)

Action:

Timing:

EPISODE # 1034-224

Production :

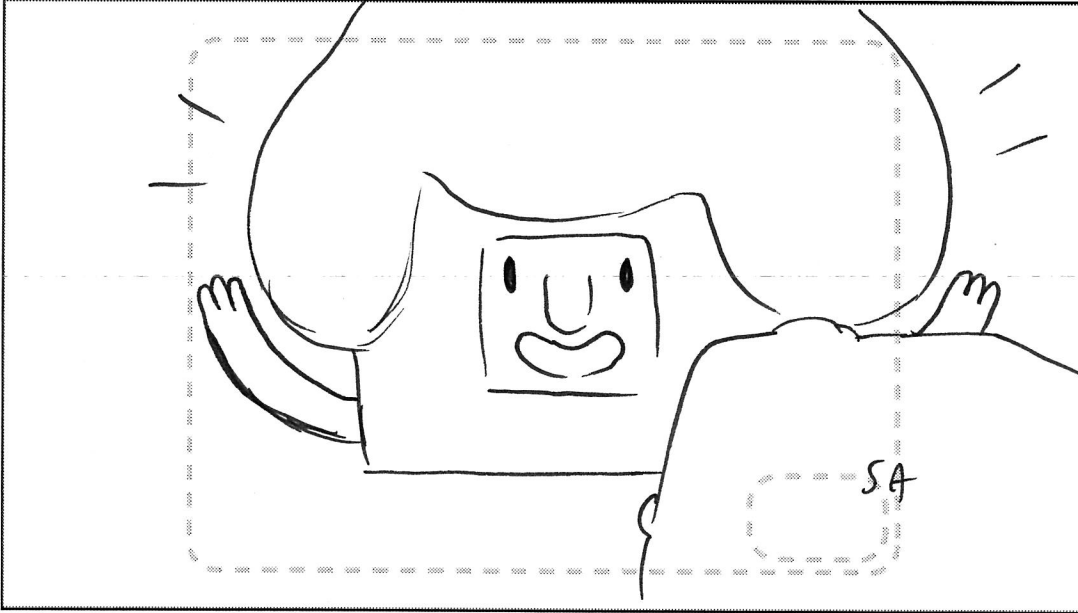
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ADVENTURE TIME

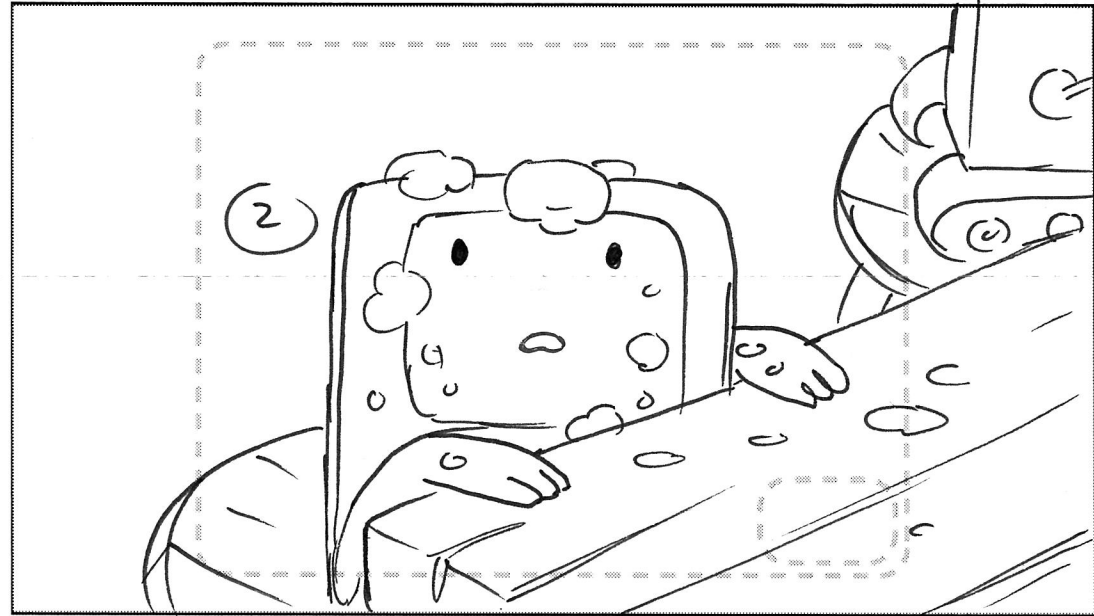


Page 36

Sc. 30 Pnl. C Bg. day night



Sc. 31 Pnl. A Bg. day night



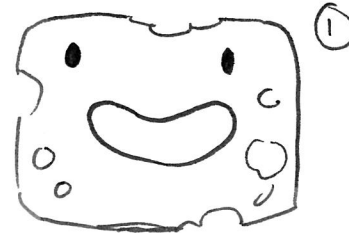
Dialog:

(MOE) → A SPECIAL MISSION!

(BMO) (2) ... a mission?

Action:

Timing:



1034-224

EPISODE #

Production :

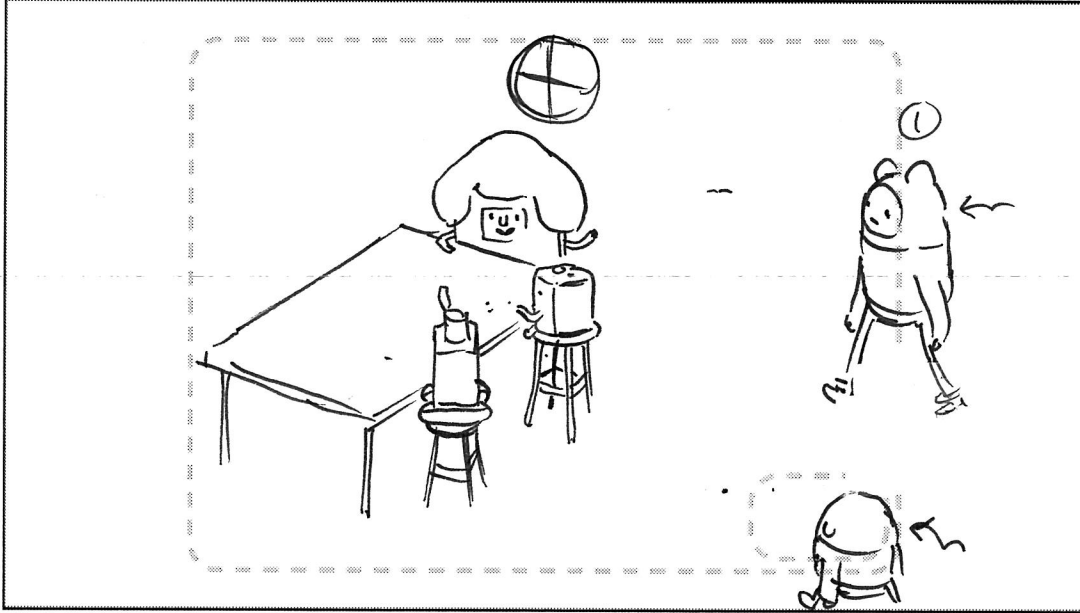
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ADVENTURE TIME

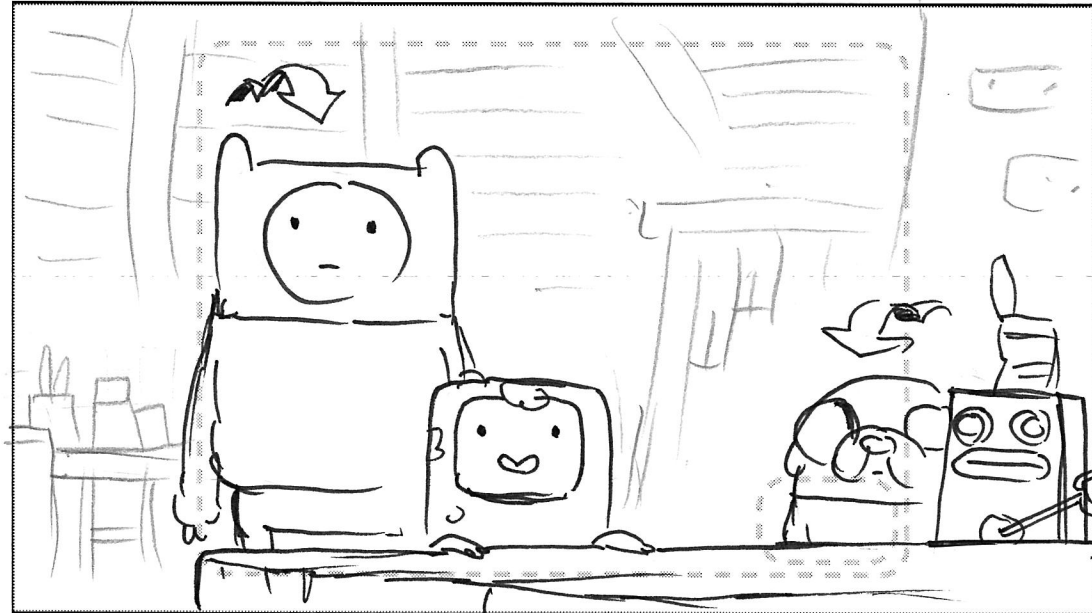


Page 37

Sc. 32 Pnl. A Bg. day night



Sc. 33 Pnl. A Bg. day night



Dialog:

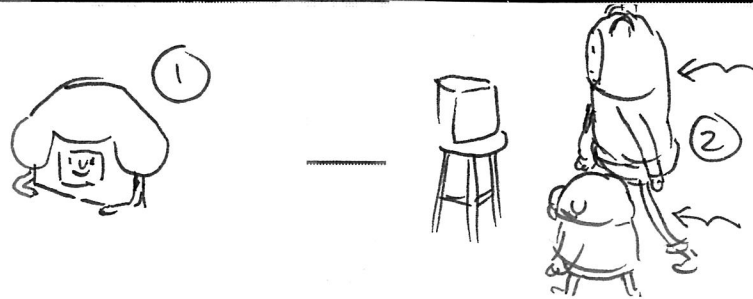
(Moe) A SPECIAL mission.
Like a vacation.

(Bmo) For all of us?

Action:

- Finn and Jake are in mid stride
at scene start.

Timin



EPISODE #

1034-224

Production :

ADVENTURE TIME



Page 38

Sc.

33

Pnl.

B

Bg.

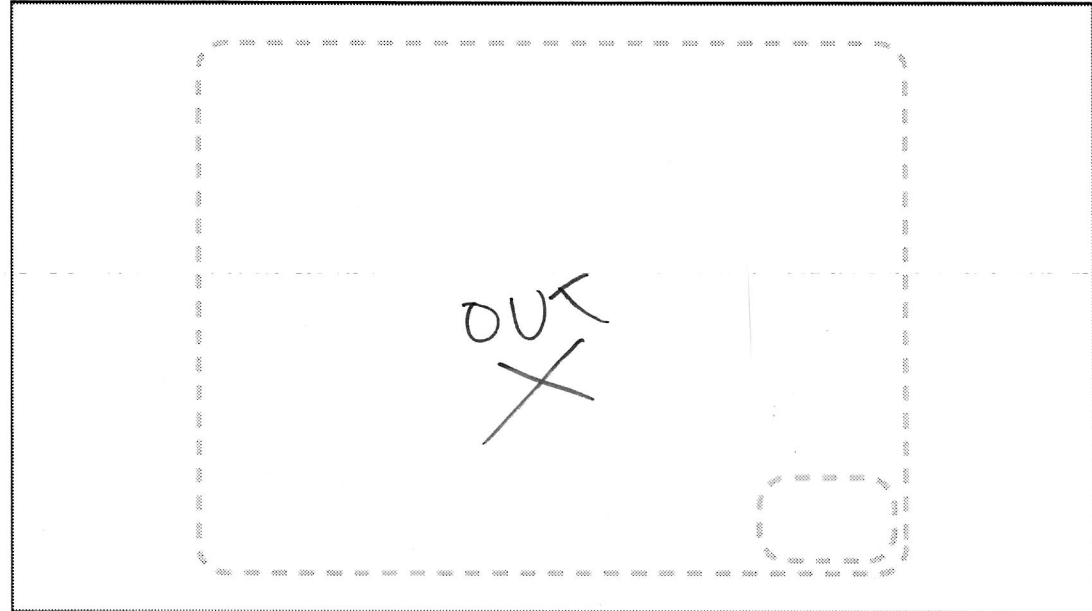
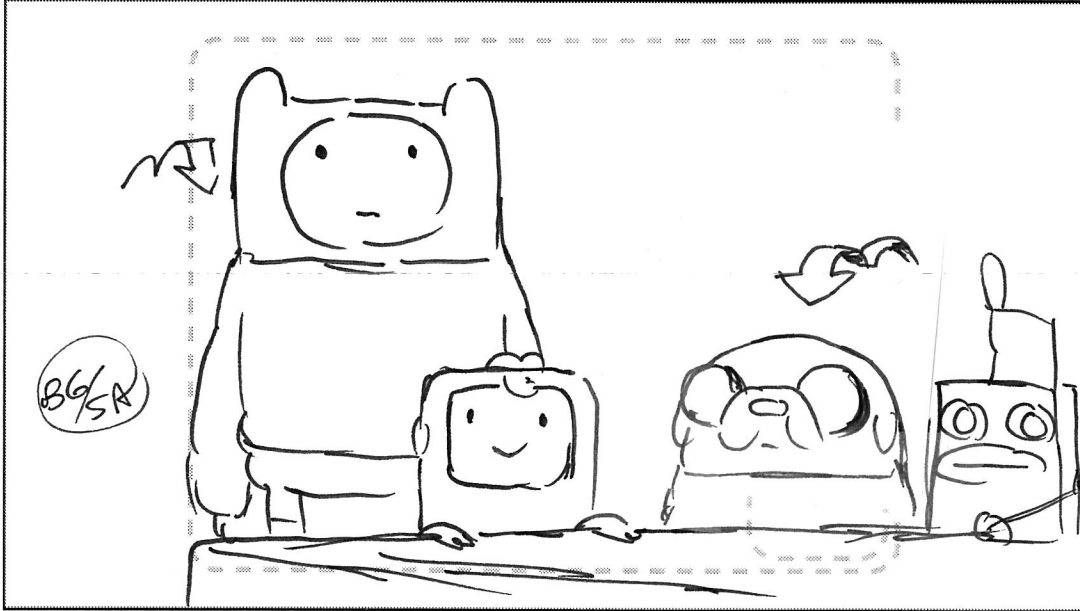
day night

Sc.

Pnl.

Bg.

day night



Dialog:

Action:

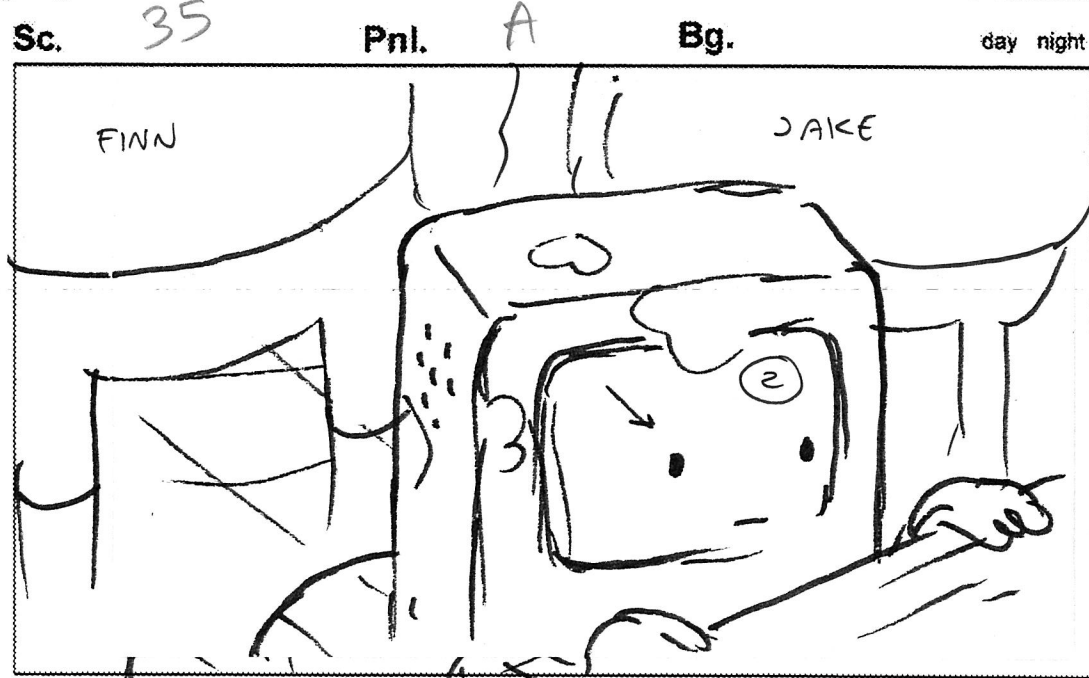
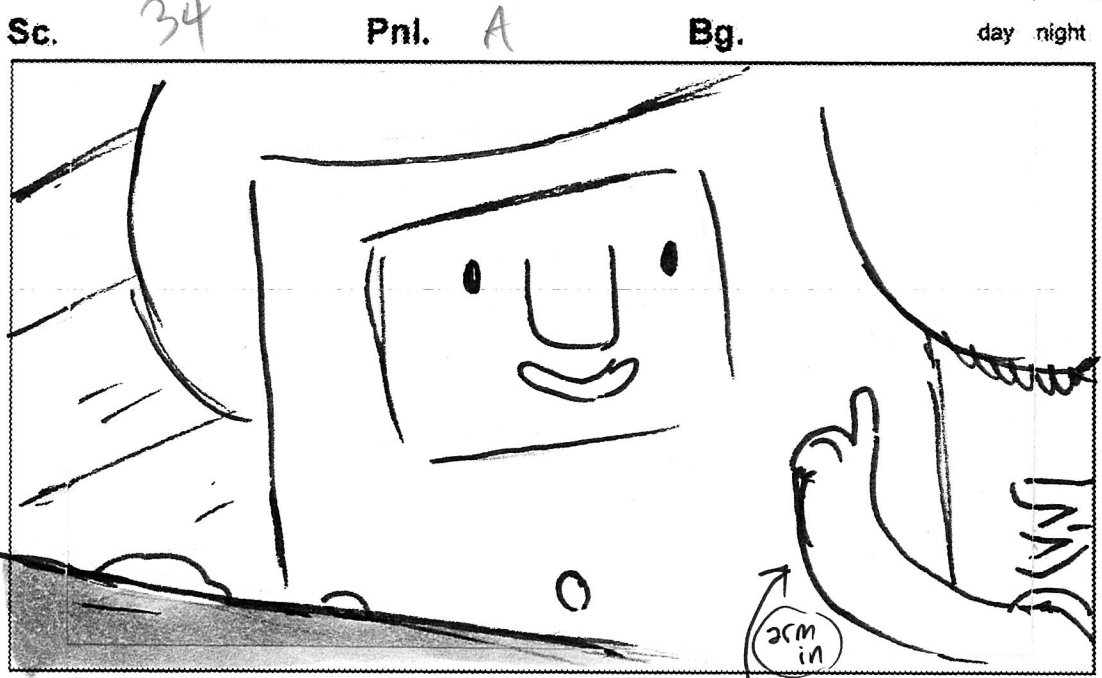
Timing:

EPISODE #

1034-224

Production :

ADVENTURE TIME



Dialog:

(MCE) NO - 2 special SOLO mission.

Action:

Timing:

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1034-224
EPISODE #
Production :

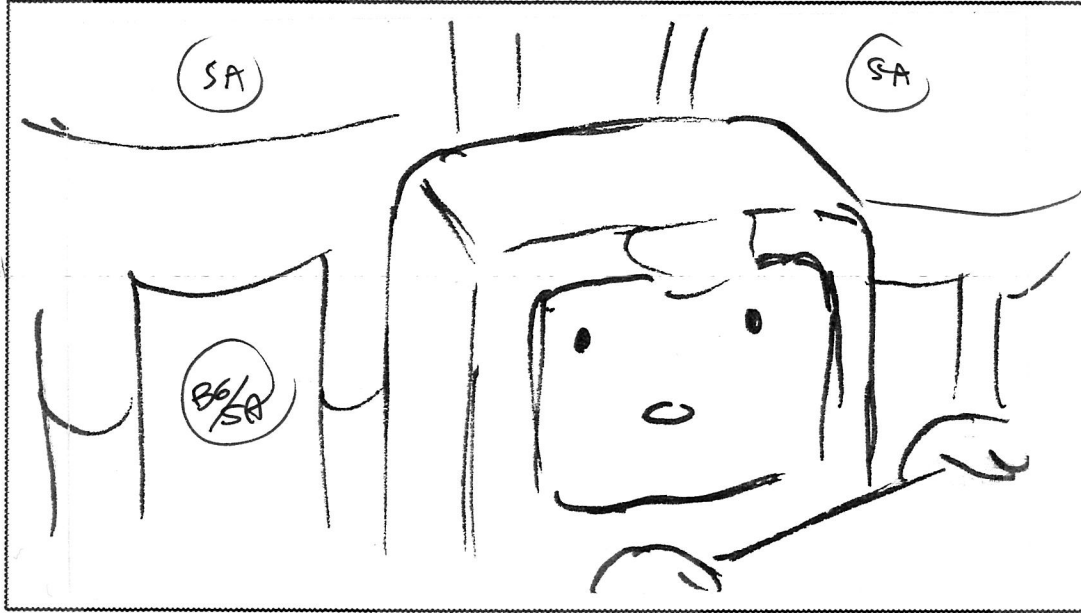
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ADVENTURE TIME

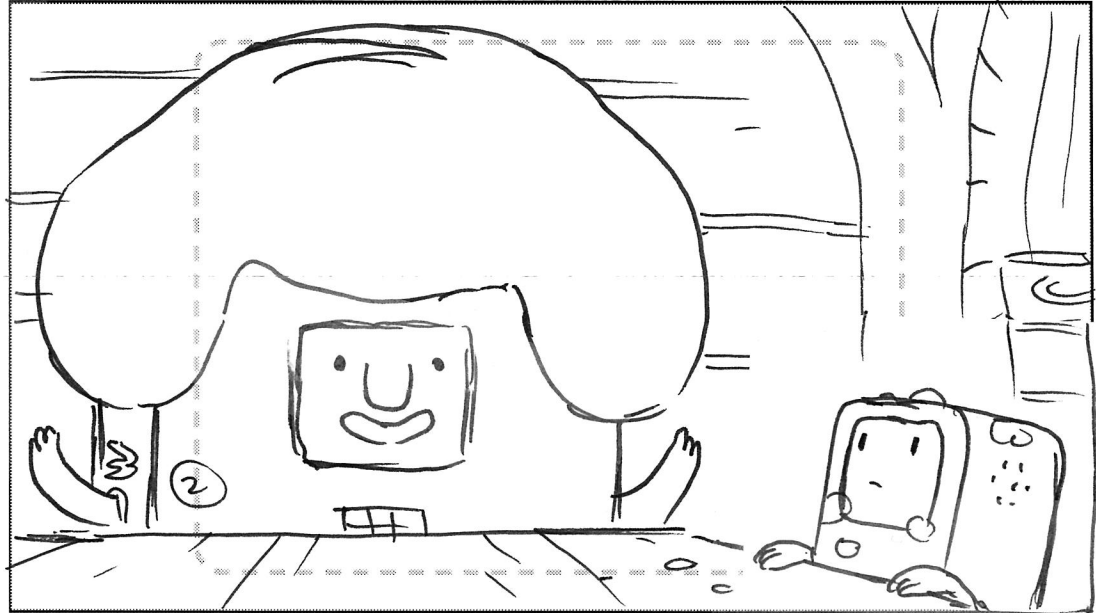


Page 40

Sc. 35 Pnl. B Bg. day night



Sc. 36 Pnl. A Bg. day night



Dialog:

(BMO) For Neptre?

(MO) ⁽¹⁾ *chuckle* ⁽²⁾ No -
⁽³⁾ it's a special rite of passage I designed just for you BMO,

Action:

Timing:



EPISODE #

1034-224

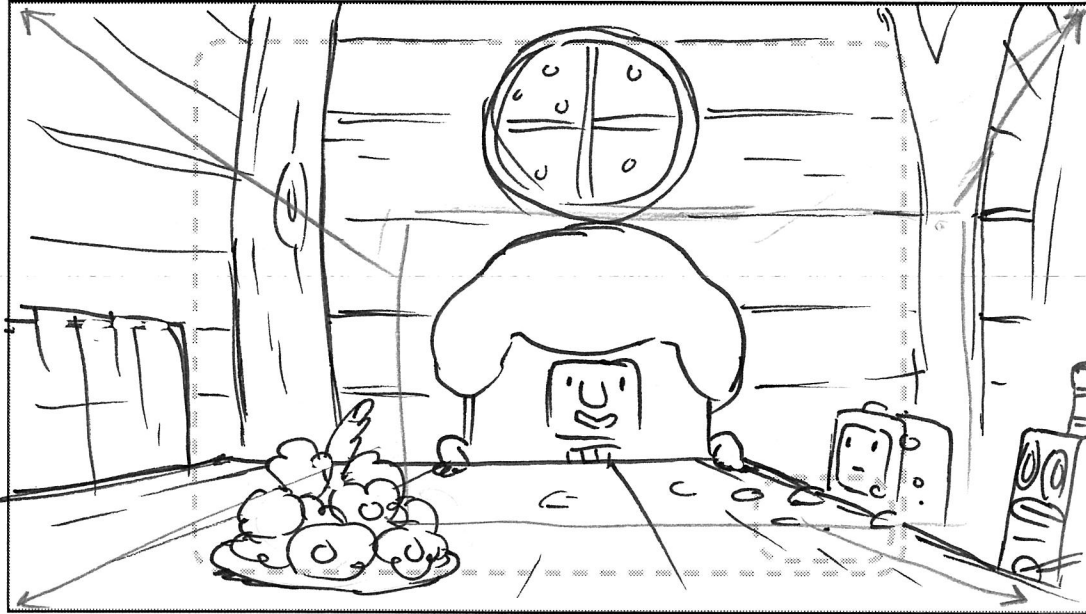
Production :

ADVENTURE TIME

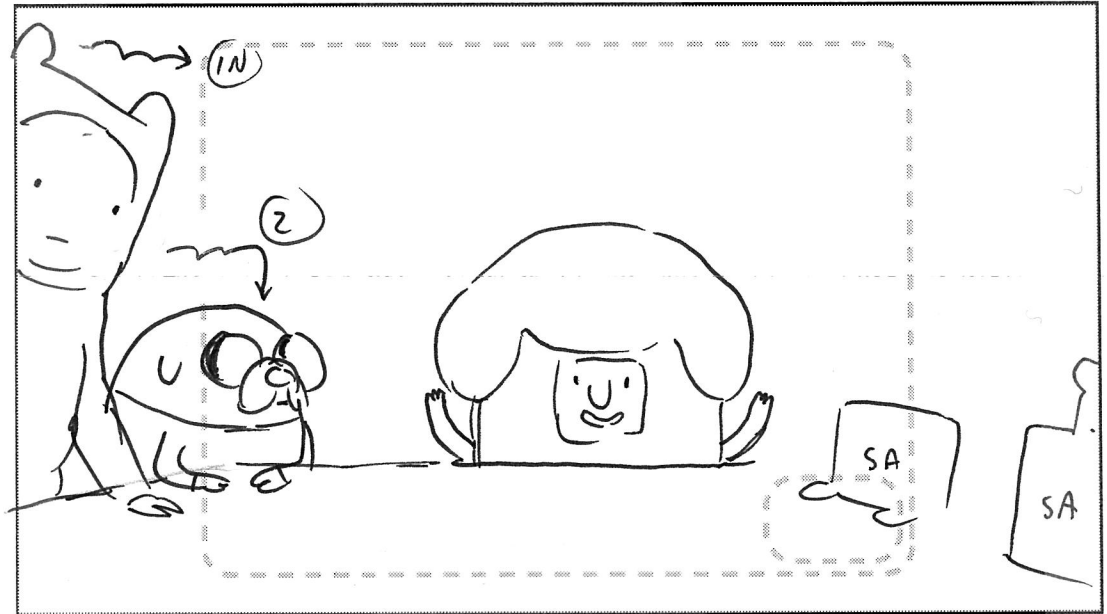


Page 41

Sc. 36 Pnl. B Bg. day night



Sc. 36 Pnl. C Bg. day night



Dialog: MORE → A simple jaunt to the Moe factory & back, that's all, →

and then you'll be ...
A Grown-up!

Action:



Timing:



EPISODE #
1034-224

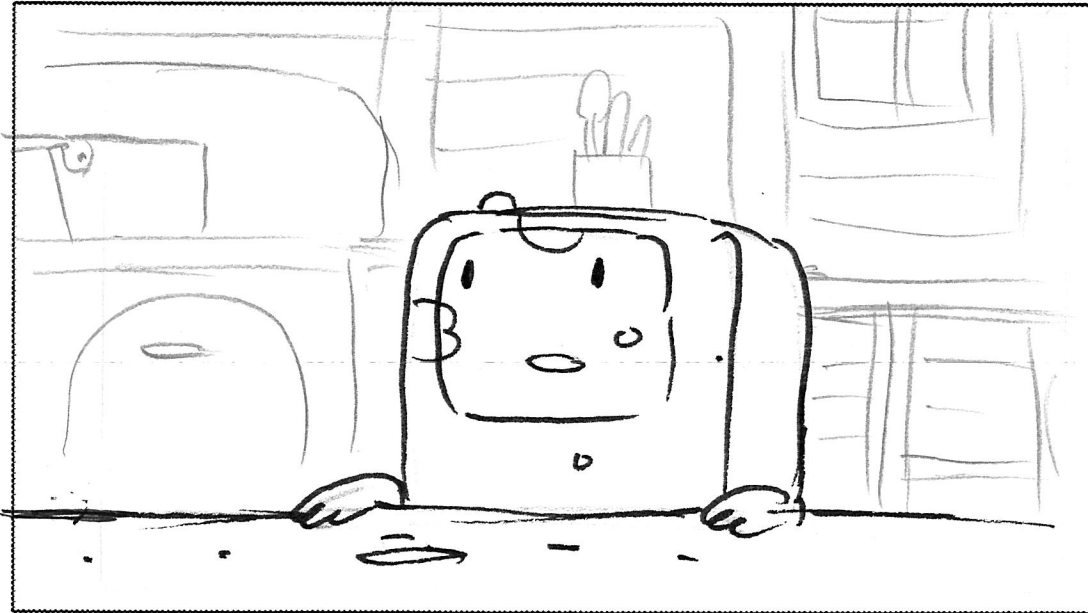
Production :

ADVENTURE TIME

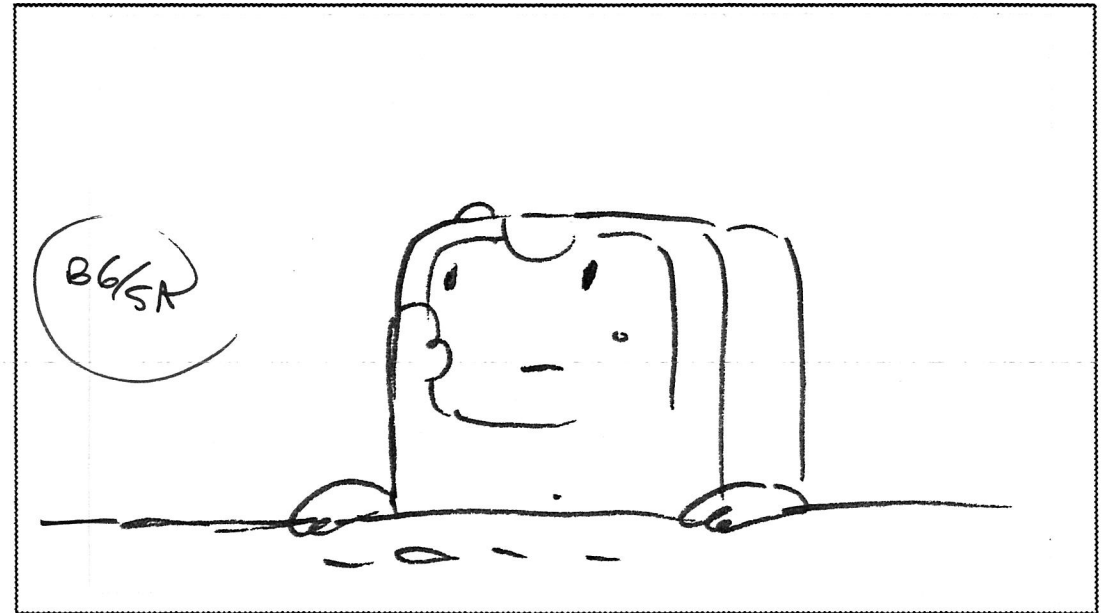


Page 42

Sc. 37 Pnl. A Bg. day night



Sc. 37 Pnl. B Bg. day night



Dialog:	(BMO) wow...	(MRE) (OS) it's tradition!
Action:		
Timing:		

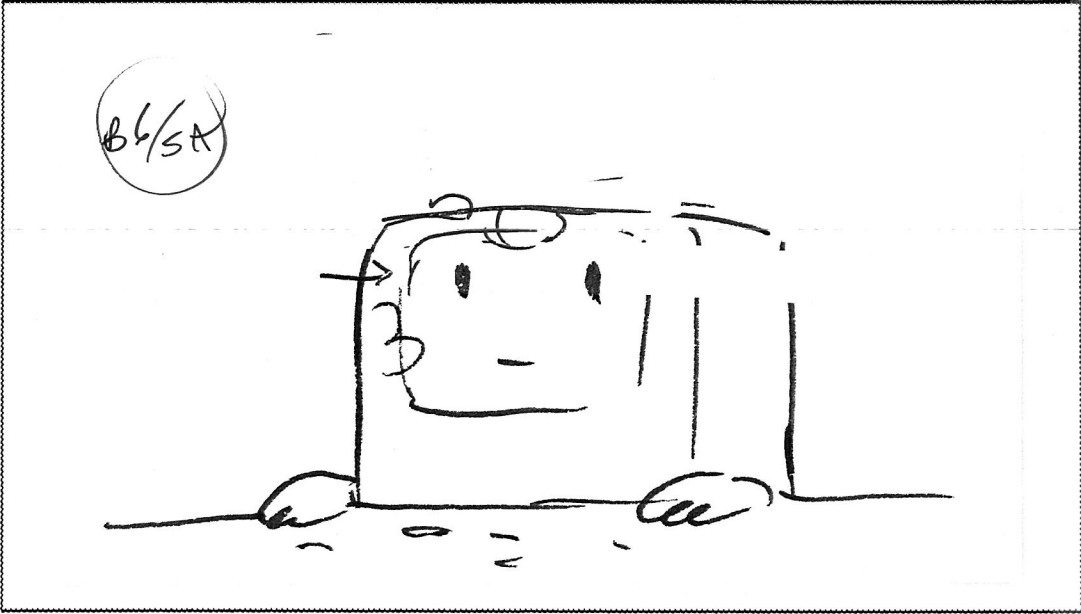
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Production :

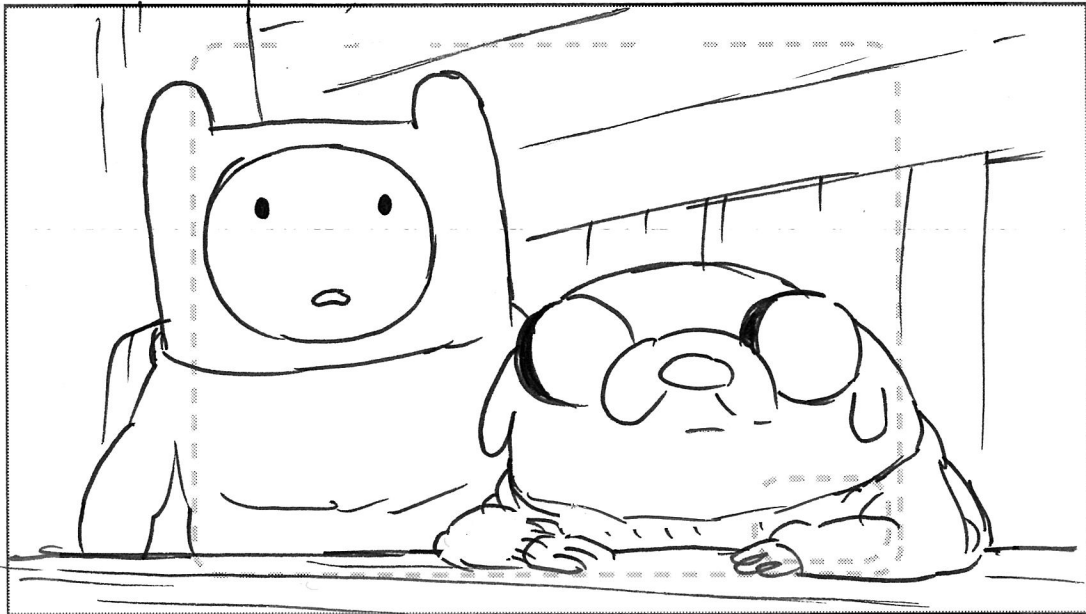
ADVENTURE TIME



Sc. 37 Pnl. C Bg. day night



Sc. 38 Pnl. A Bg. day night



Dialog:	(FUS) hm - I don't know ...	(F:) it sounds dangerous
Action:		
Timing:	- BMO looks at Finn across the table.	

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1034-224

EPISODE #

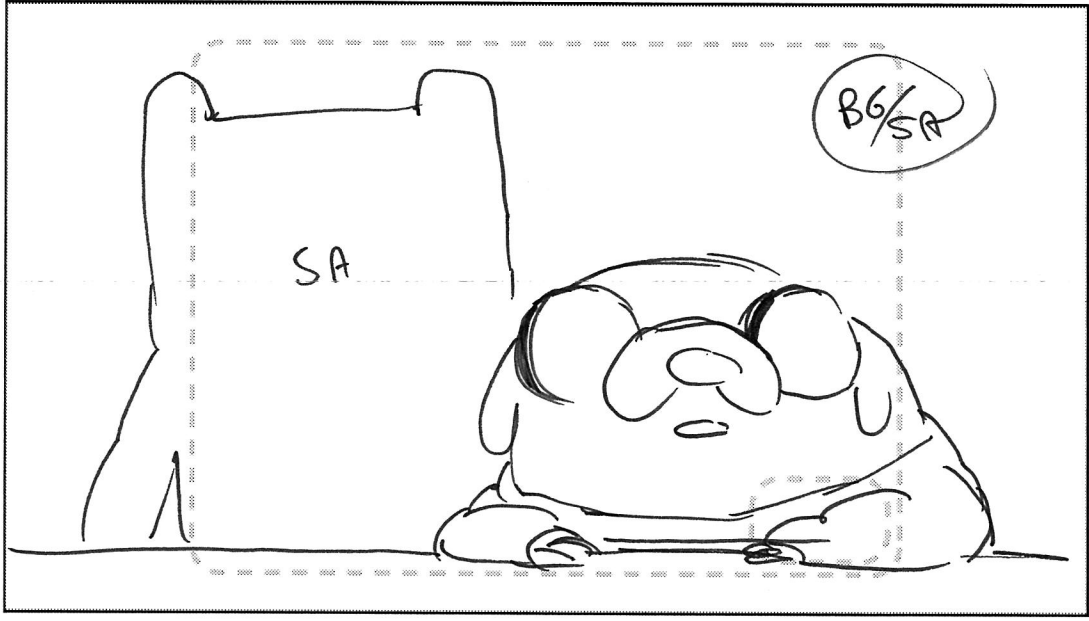
Production :

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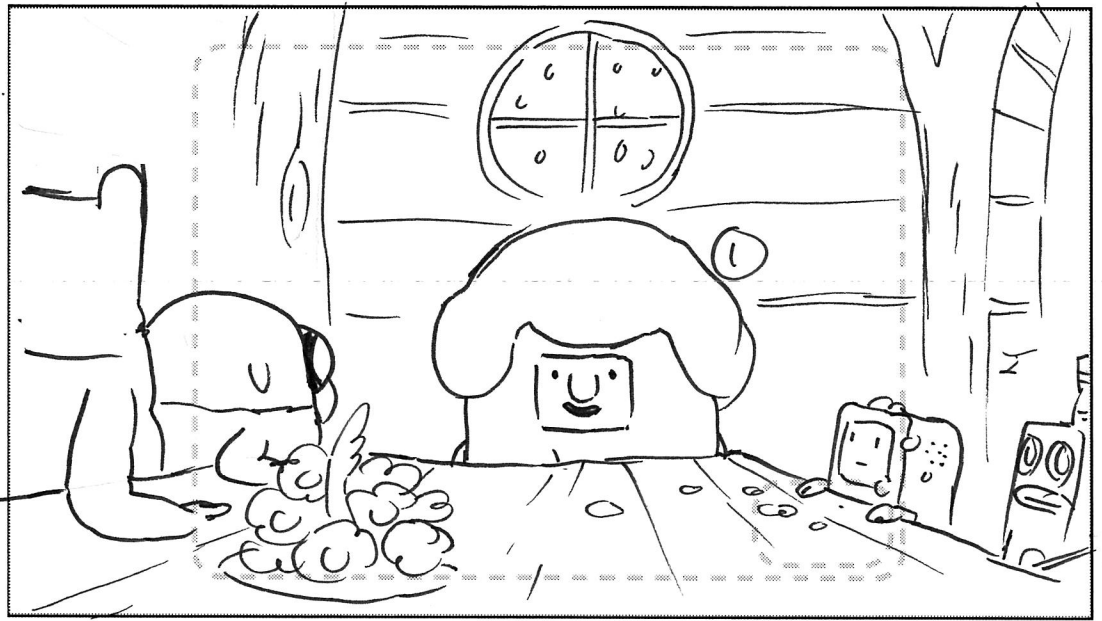
ADVENTURE TIME



Sc. 38 Pnl. B Bg. day night



Sc. 39 Pnl. A Bg. day night

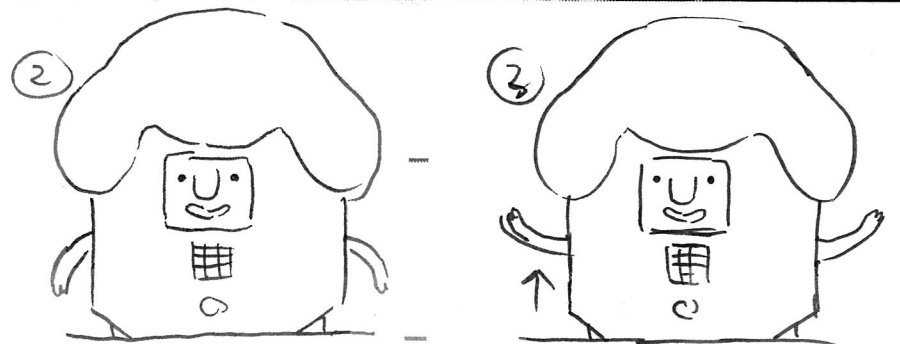


Dialog: (J:) Yeah- BMO's like a baby almost.

(MOE) ① Don't be silly -
② Every other MO's done it -
③ Since forever!

Action: - MOE stands up in hrs excitement.

Timing:



EPISODE #
1034-224

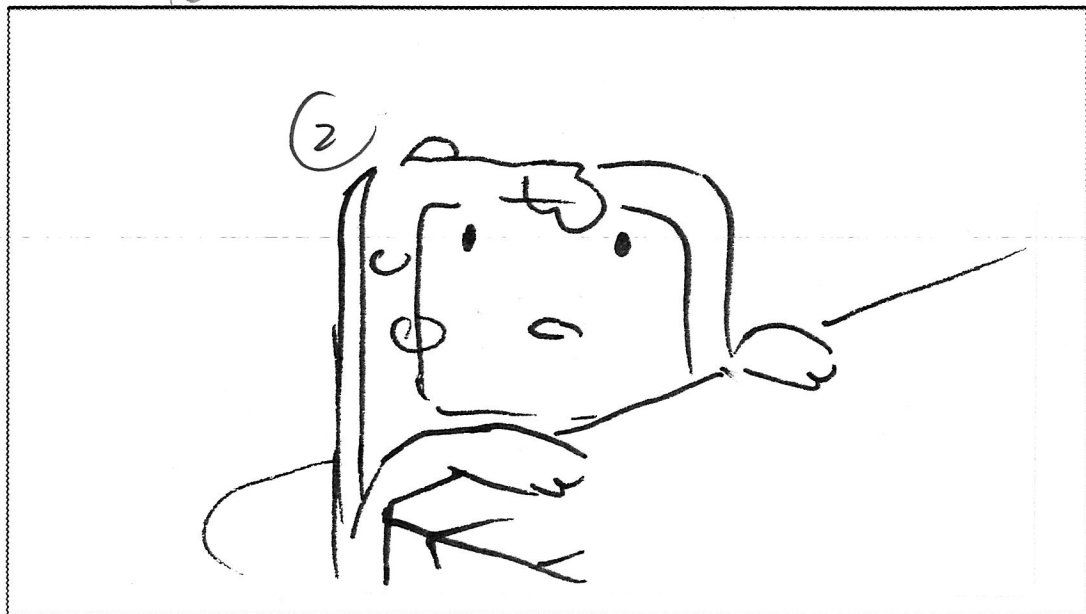
Production :

ADVENTURE TIME

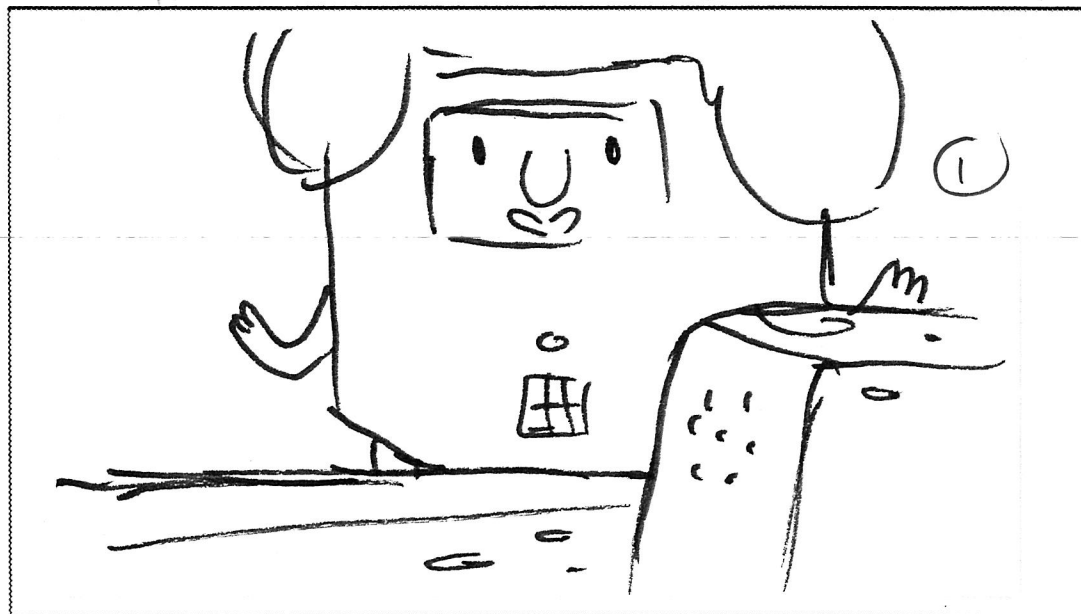





Page 45

Sc. 40 Pnl. A Bg. day night



Sc. 41 Pnl. A Bg. day night



Dialog:	<p>(BMO) ¹ But... ² won't I miss Finn & Jake.</p>
Action:	<p>(1)  </p>
Timing:	<p>(M) ¹ Sure, but don't worry - ² they'll be here when you get back. </p>

1034-224

EPISODE #

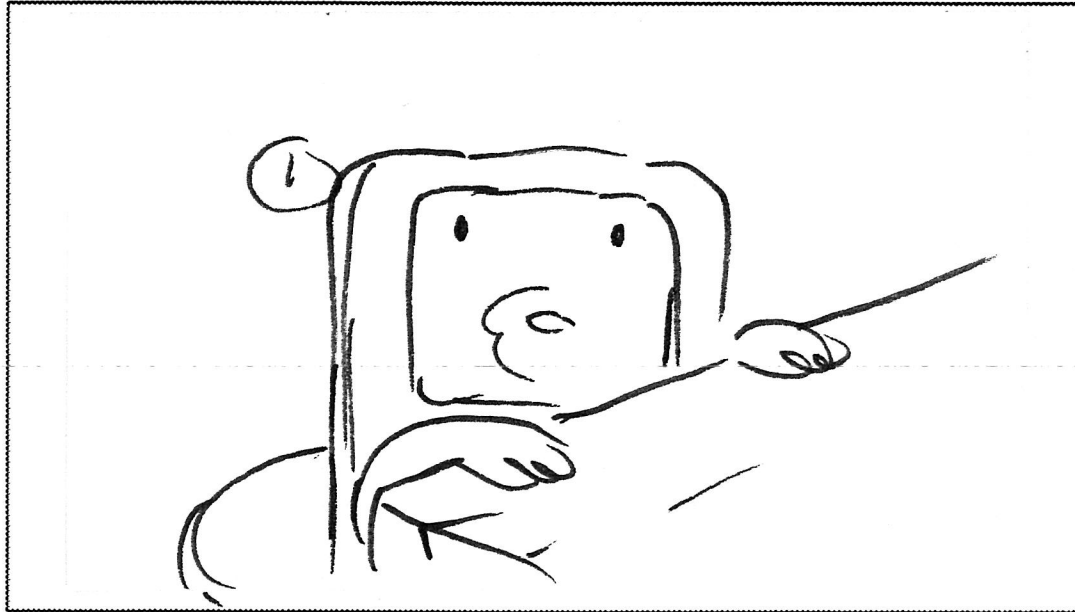
Production :

ADVENTURE TIME

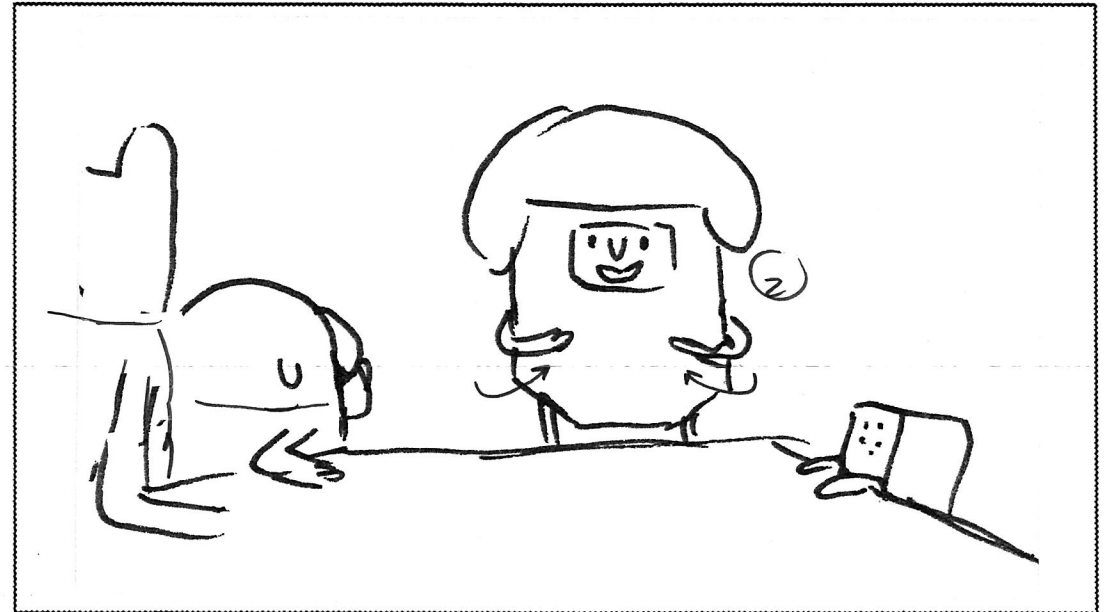


Page 46

Sc. 42 Pnl. A Bg. day night



Sc. 43 Pnl. A Bg. day night



Dialog:

(BMO) ① But... won't Finn + Jake miss me?

Action:



Timing:

(MO) * chuckle *
No, that's the beauty of it -

② I'll be BMO while you're gone!



EPISODE # 1034-224

Production :

ADVENTURE TIME



Sc. 44 Pnl. A Bg. day night

Sc. 44 Pnl. B Bg. day night

Dialog:	(MOOS) *CHUCKLING*	(NEPT) HOORAY!
Action:		(MO) *Chuckling*
Timing:		

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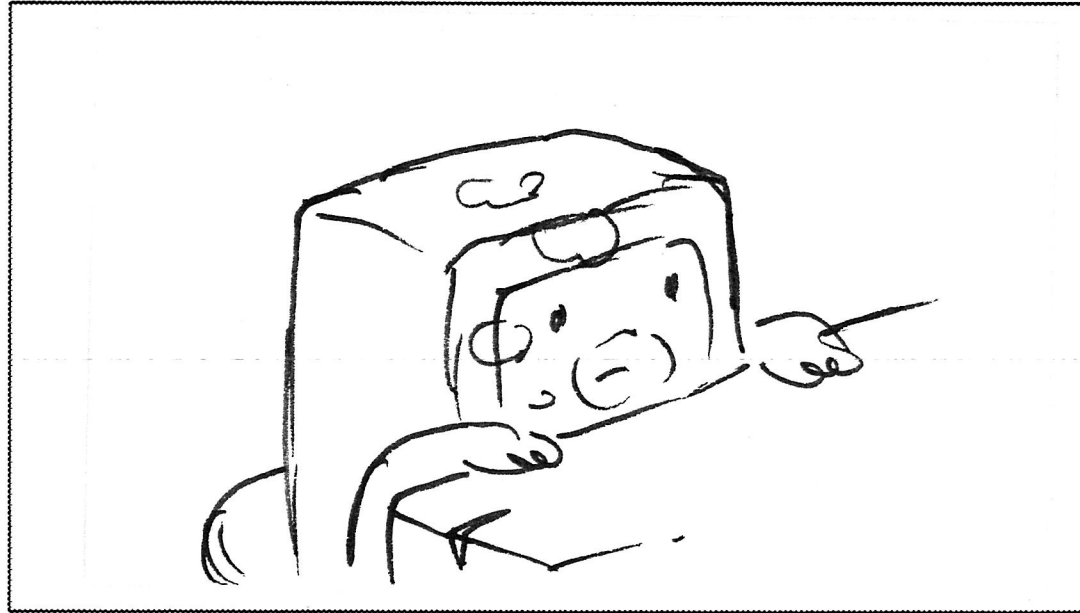
1034-224
EPISODE #
Production :

ADVENTURE TIME

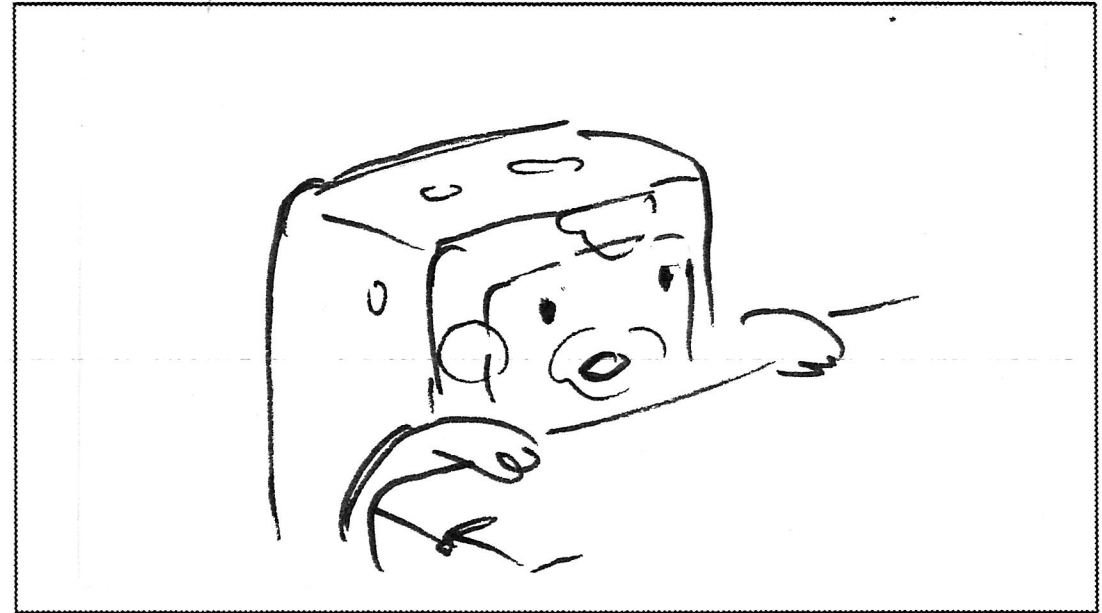


Page 48

Sc. 44 Pnl. C Bg. day night



Sc. 44 Pnl. D Bg. day night



Dialog:

(Nept) - chuckle
(Mo) - hooray (walks)

Nept/Moe : still chuckling (fading out)

(BMO) hooray?...

Action:

Timing:

EPISODE # 1034-224

Production :

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ADVENTURE TIME



Page 49

Sc.	Pnl.	Bg.	day	night

Sc.	Pnl.	Bg.	day	night
<u>45</u>	<u>A</u>			

Dialog:
Action: <u>- snow falls slowly + steadily</u>
Timing:

Production :

EPISODE #

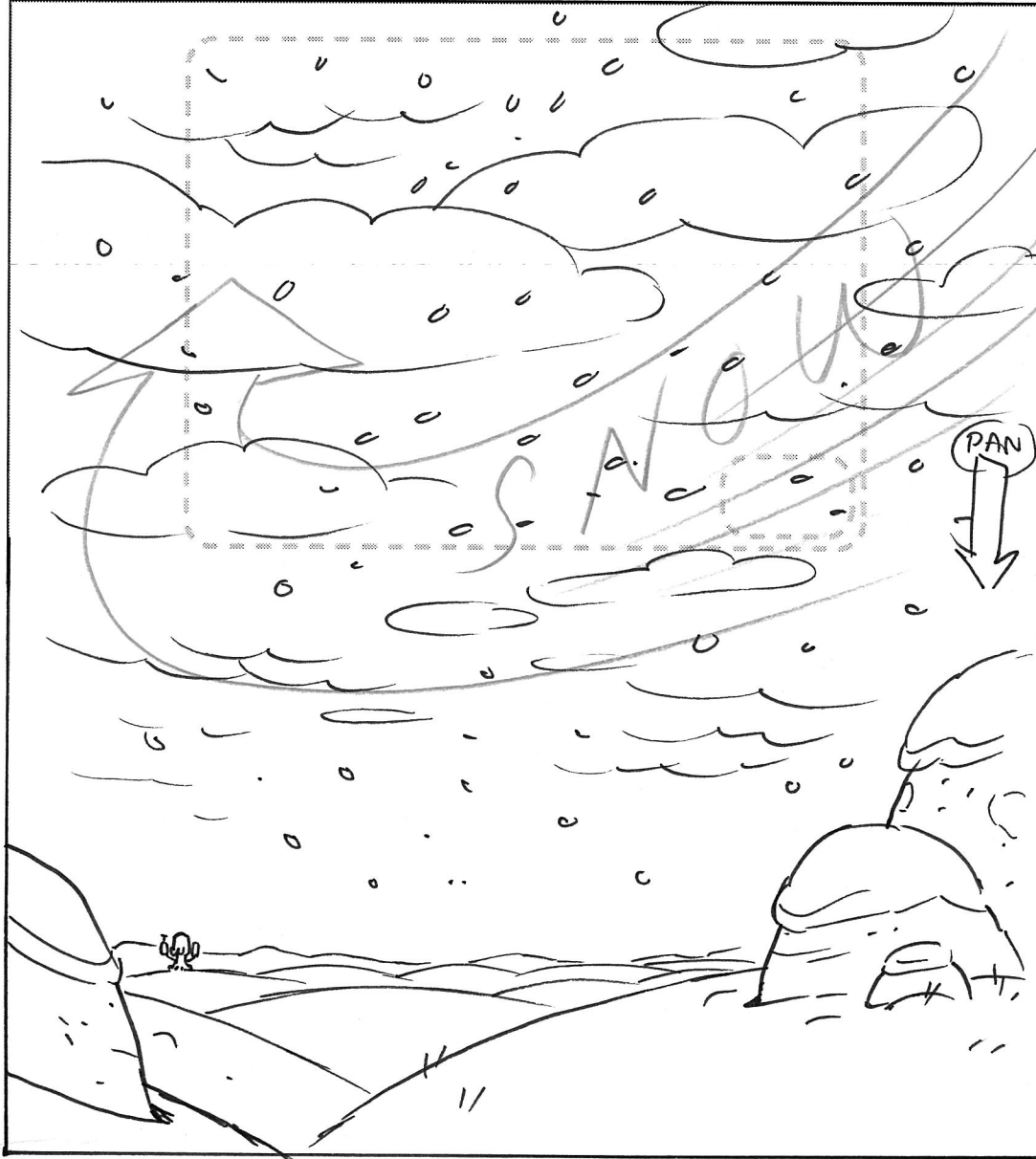
1034-224

ADVENTURE TIME



Page 50

Sc. 45 Pnl. B Bg. day night



Dialog:	
Action:	- Gust of wind blows snow in a whirl
Timing:	

EPISODE #

Production :

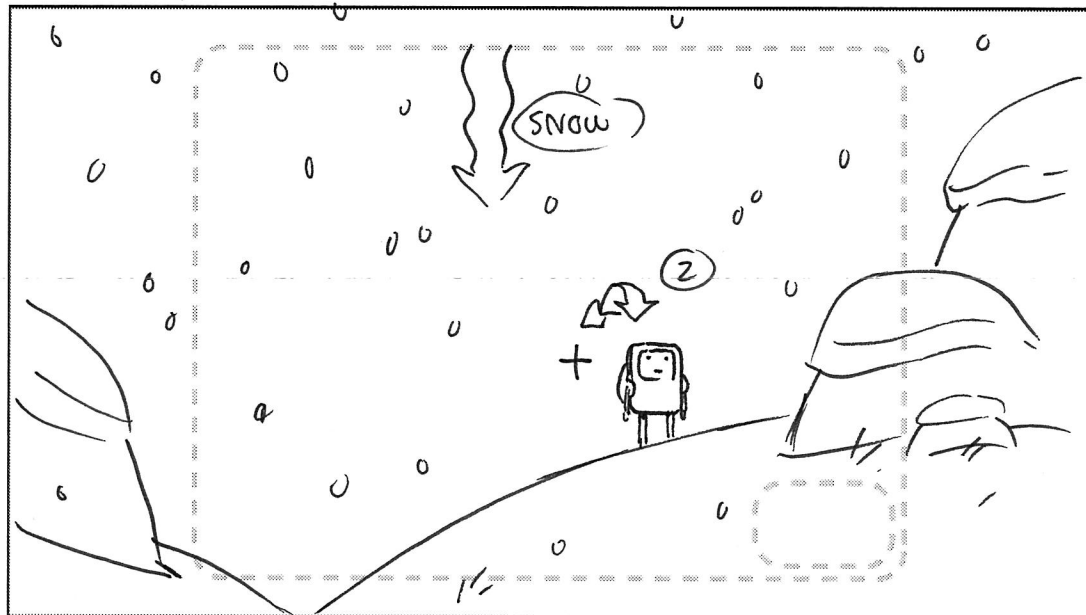
1034-224

ADVENTURE TIME

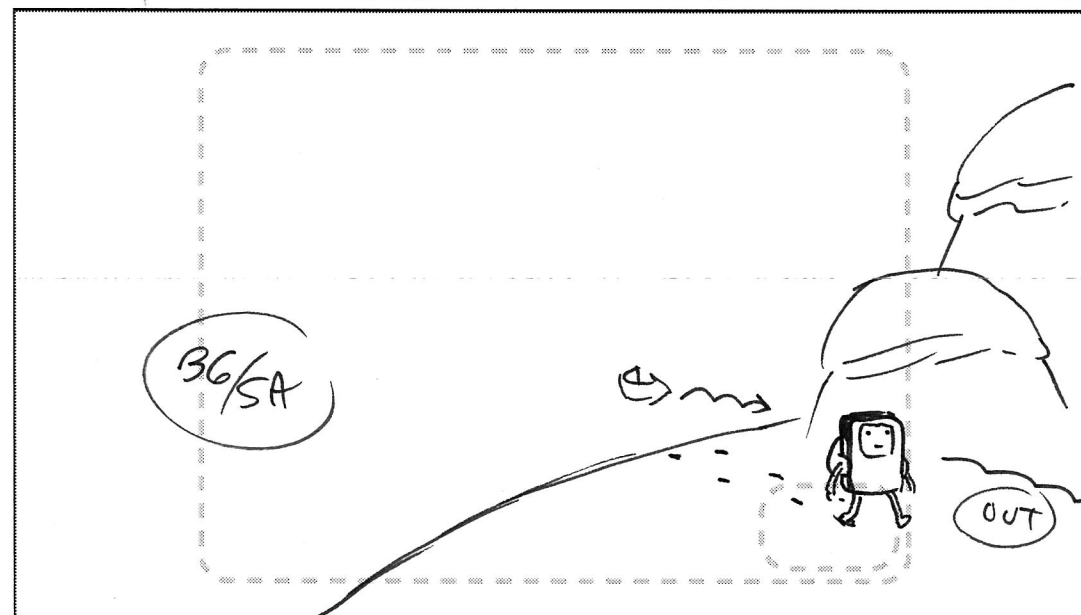


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Sc. 45 Pnl. C Bg. day night

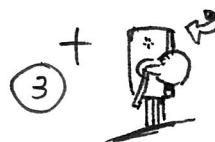


Sc. 45 Pnl. D Bg. day night



Dialog:

Action



Timing

HOLD FOR A BEAT
ON (3)

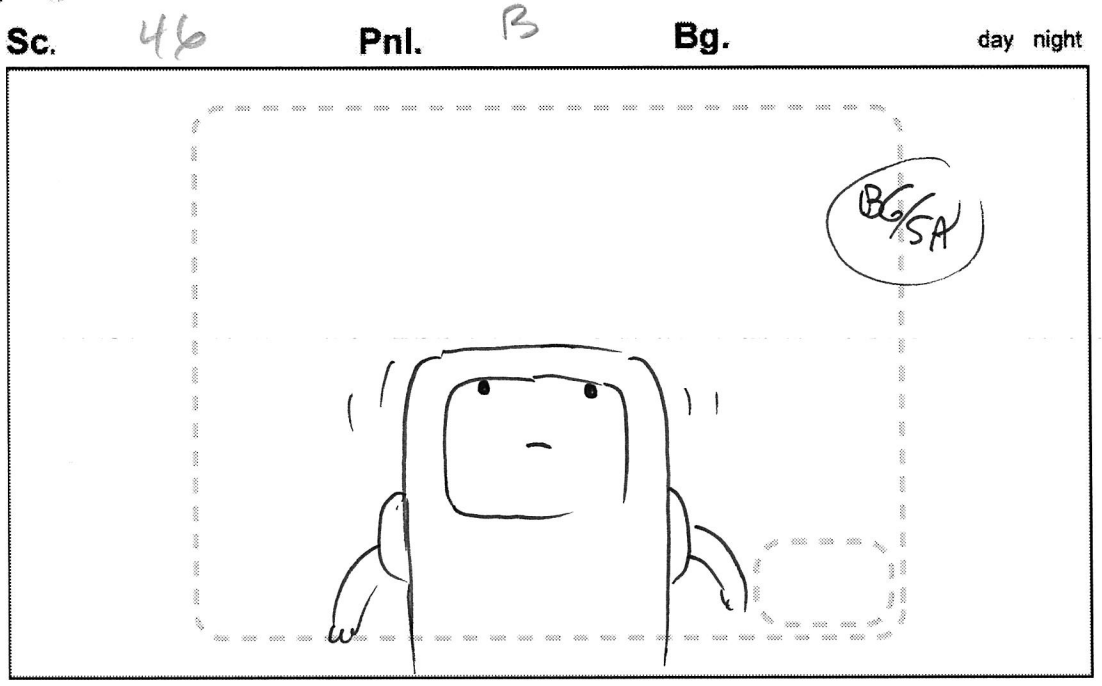
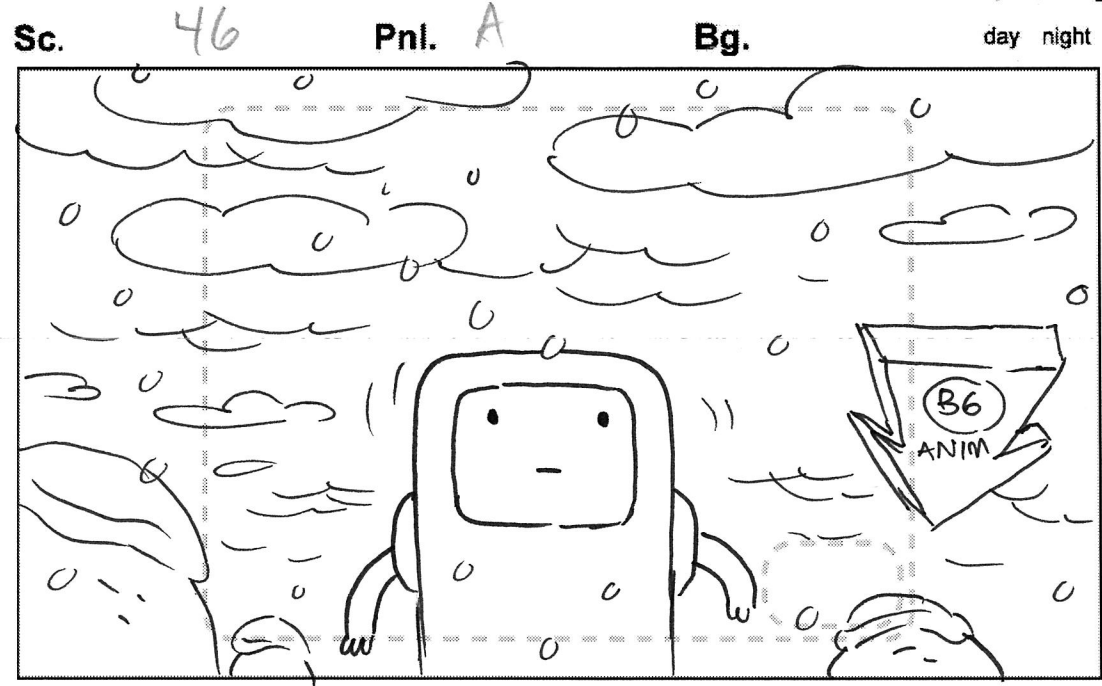
- snow resumes slow steady falling
- BMO walks over the hill, leaving footprints in the snow

EPISODE # 1034-224

Production :

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ADVENTURE TIME



Dialog:	
Action:	- BMO walks forward, BG recedes - BMO looks up at the sky as he's walking.
Timing:	

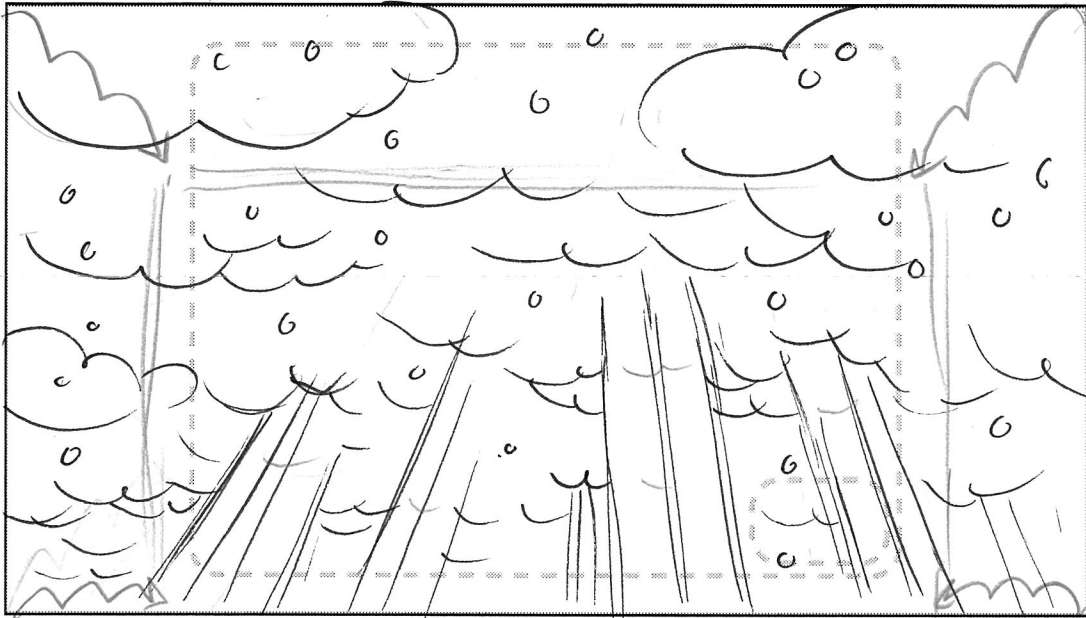
EPISODE # 1034-224
Production :

ADVENTURE TIME

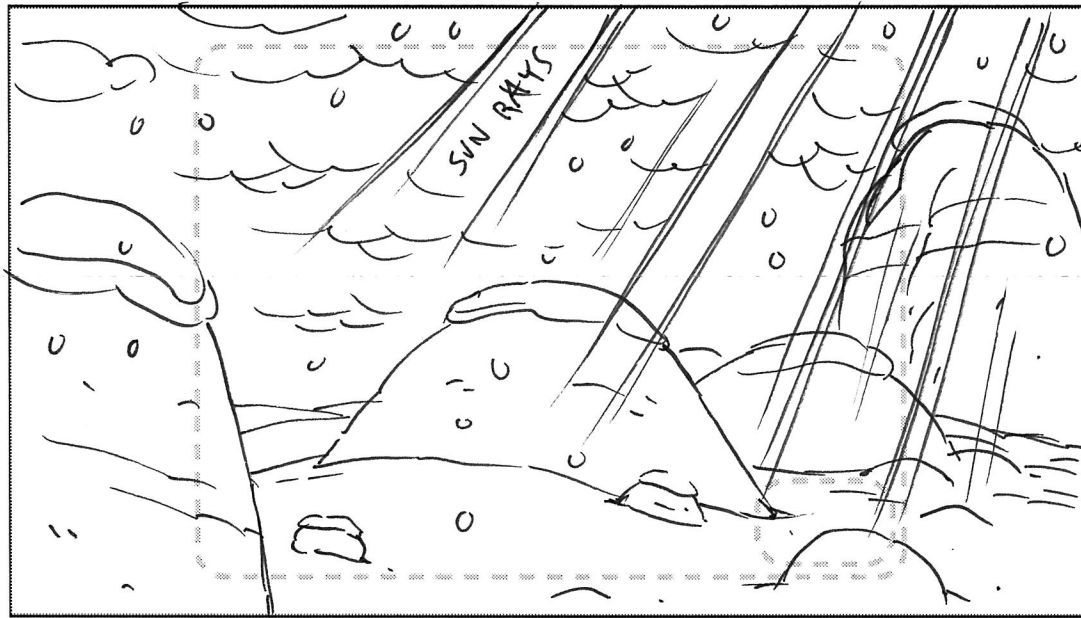


Page 53

Sc. 47 Pnl. A Bg. day night



Sc. 48 Pnl. A Bg. day night



Dialog:

Action:

- Truck in on sunny clouds
- Bounce mimics BMO's steps?

Timing:

EPISODE #

1034-224

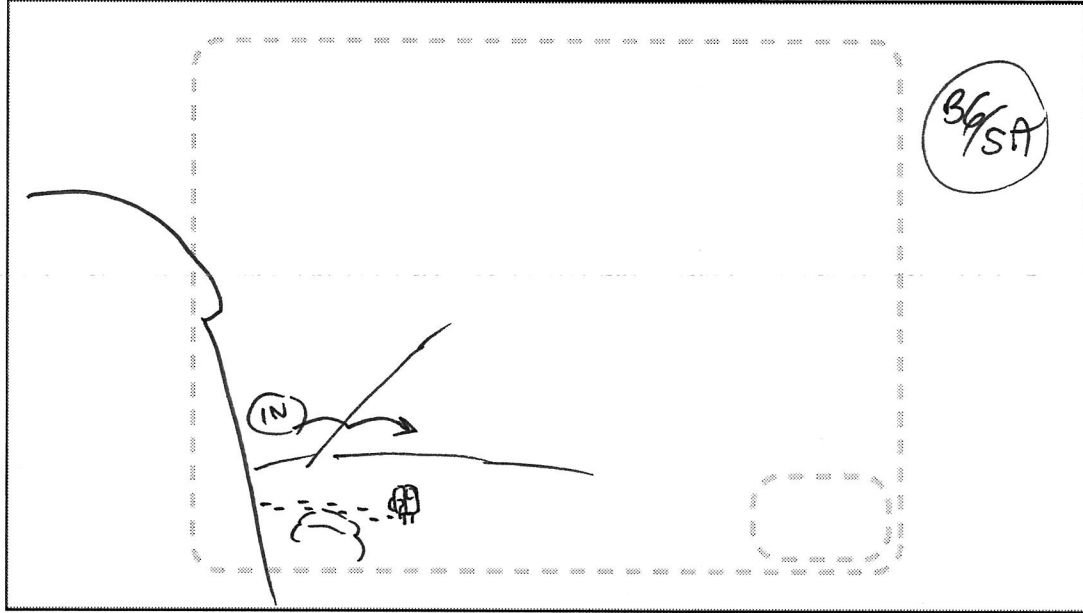
Production :

ADVENTURE TIME

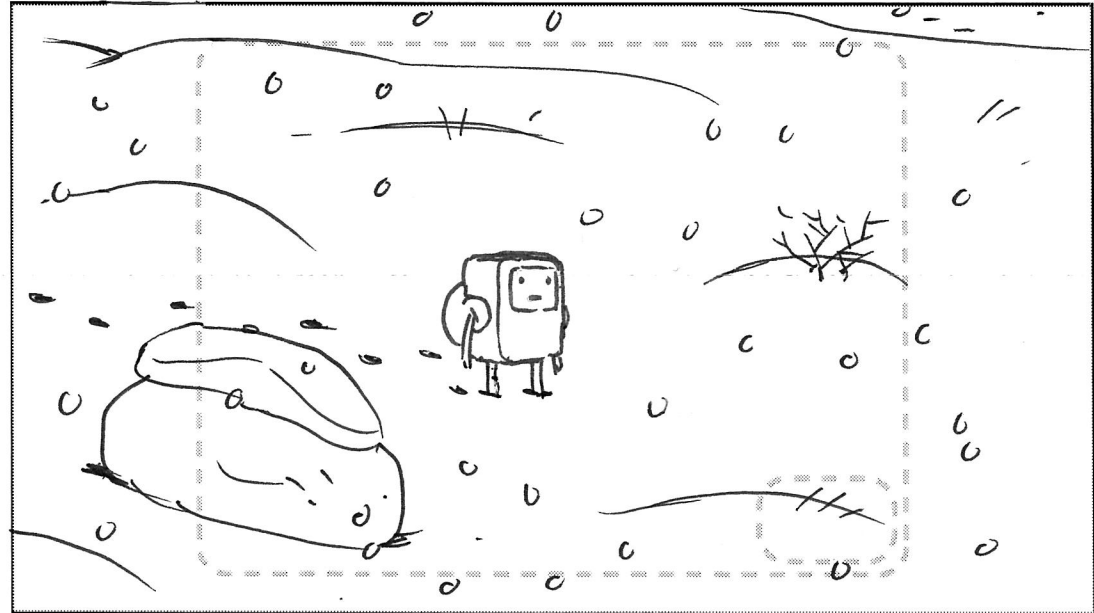


Page 54

Sc. 48 Pnl. B Bg. day night



Sc. 49 Pnl. A Bg. day night



Dialog:

(Bmo:) Air?

Action:

Timing:

EPISODE #
1034-224

Production :

ADVENTURE TIME



Page

55

Sc.

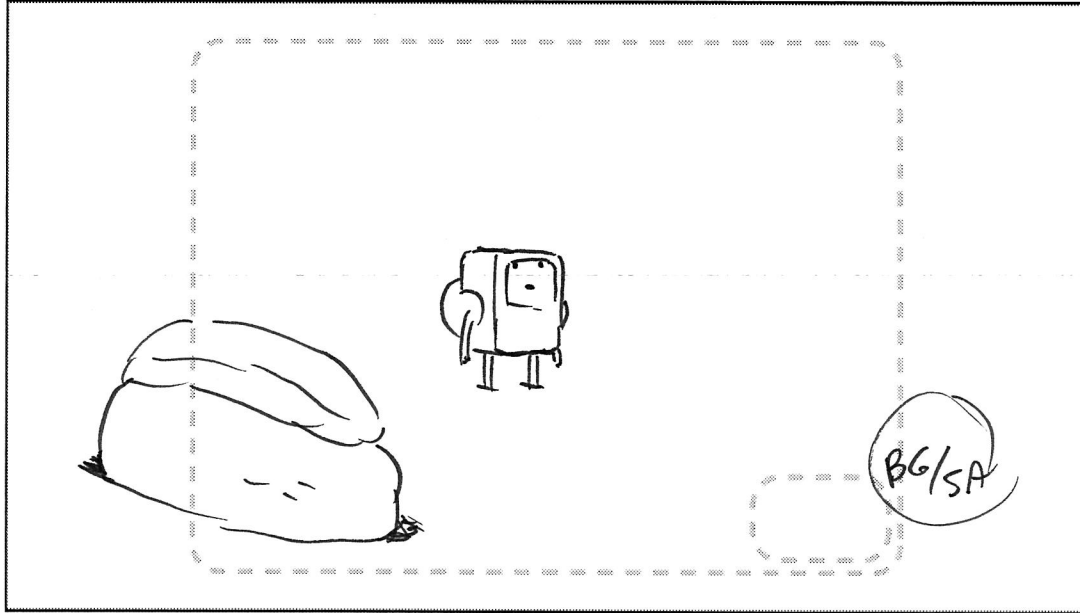
49

Pnl.

B

Bg.

day night



Sc.

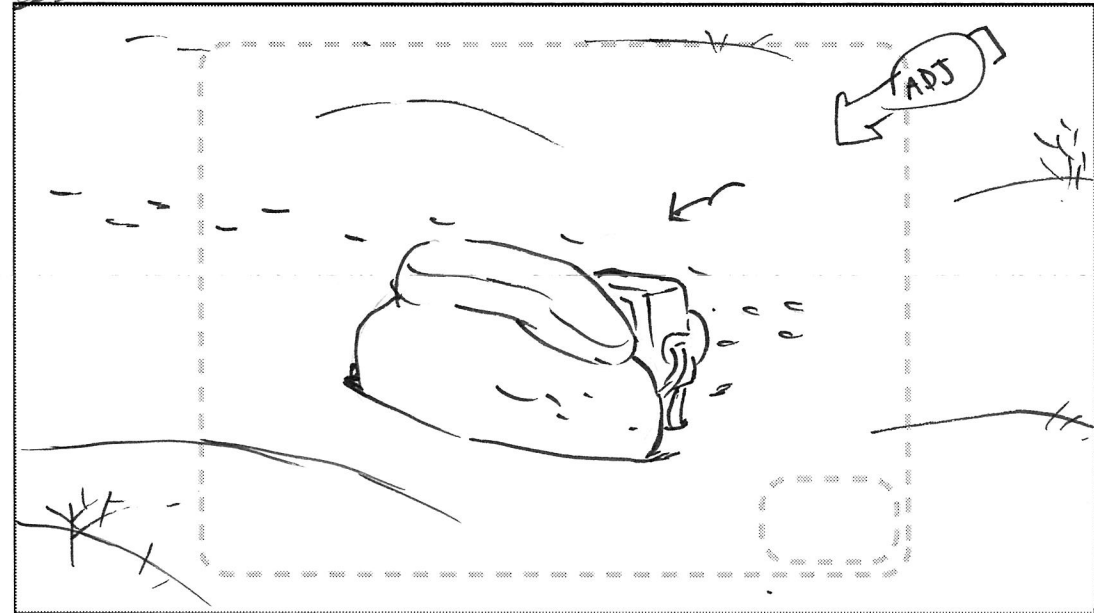
49

Pnl.

C

Bg.

day night



Dialog:

BMO:

Are you there, Air?
It's me BMO.

Action:

Timing:

EPISODE #

1034-224

Production :

ADVENTURE TIME



Page 56

Sc.

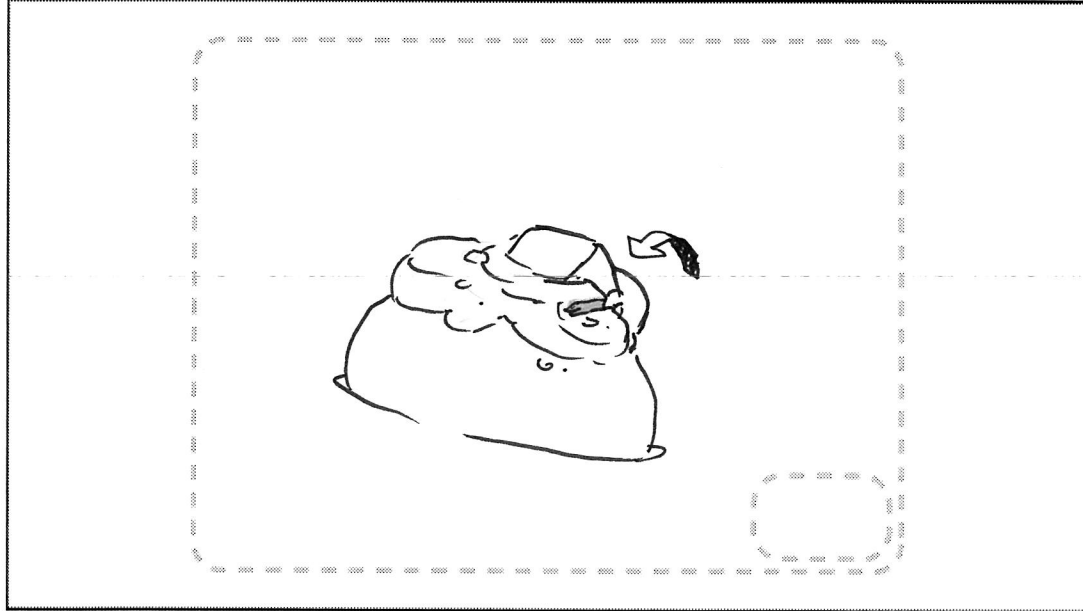
49

Pnl.

D

Bg.

day night



Sc.

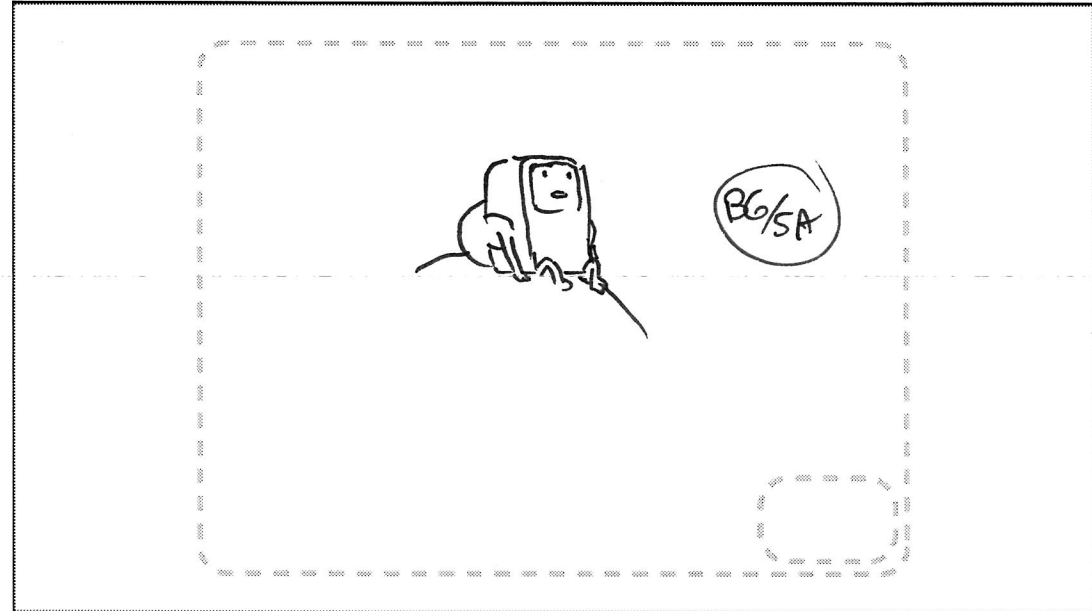
49

Pnl.

E

Bg.

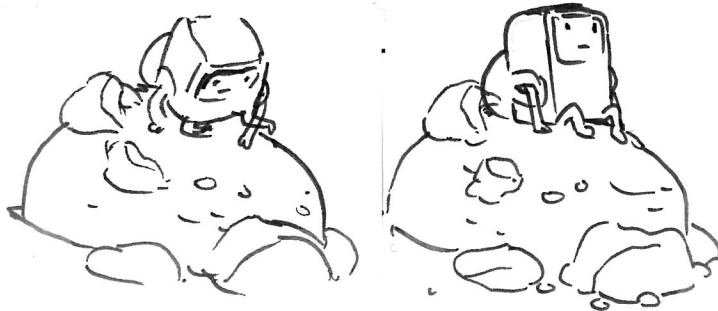
day night



Dialog:

BMO: I know it's been a long
time since we talked...

Action:



- BMO climbs on rock,
pushing snow off.

Timing:

EPISODE #

1034-224

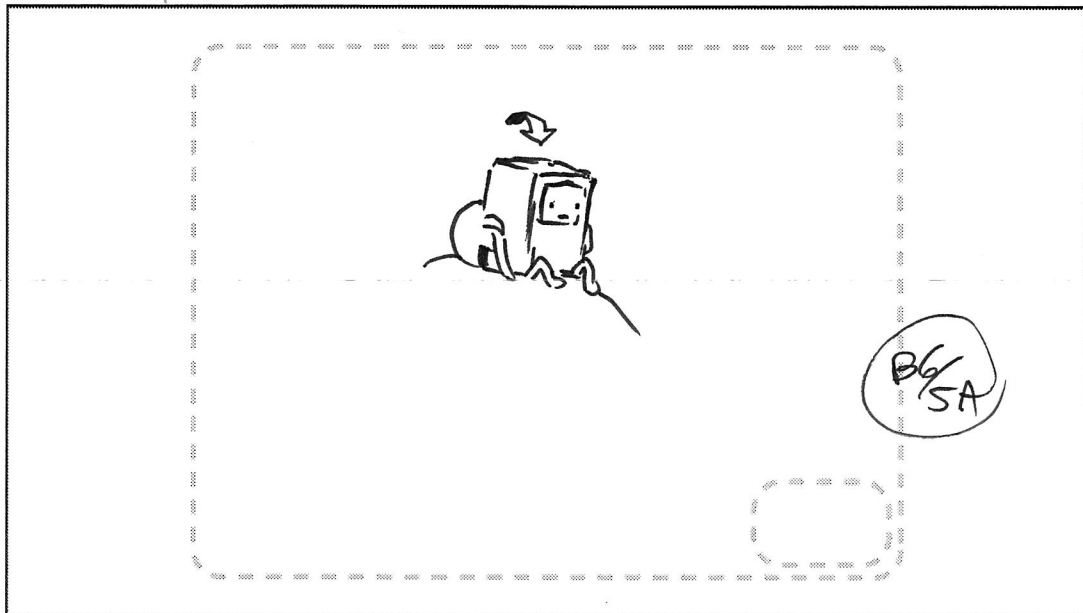
Production :

ADVENTURE TIME

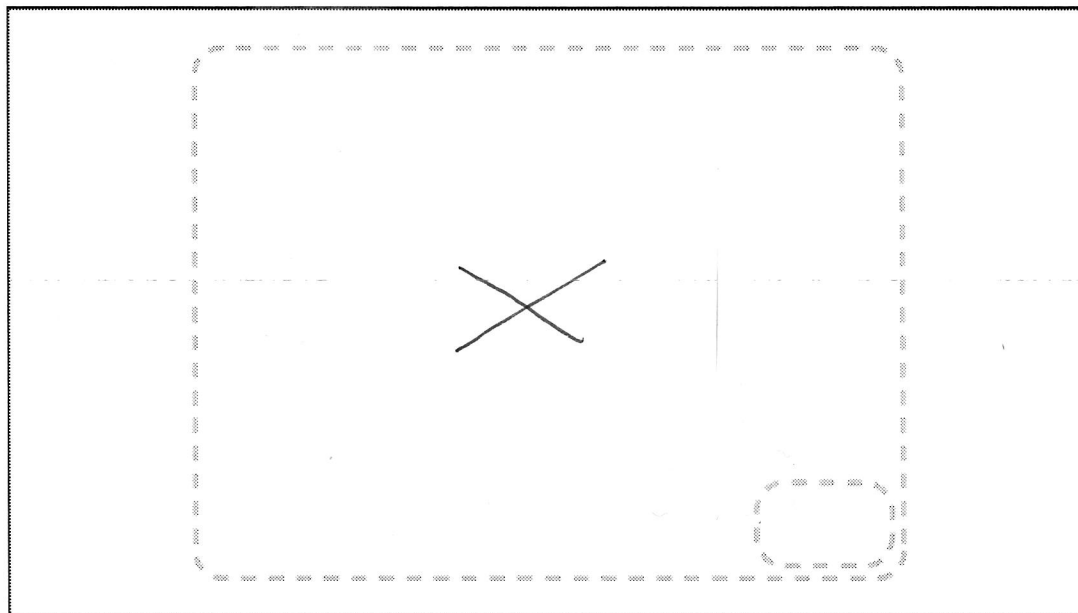


Page 57

Sc. 49 Pnl. F Bg. day night



Sc. Pnl. Bg. day night



Dialog:

(BMO) Sorry about that.

Action:

Timing:

EPISODE #

1034-224

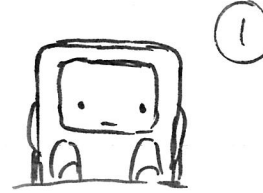
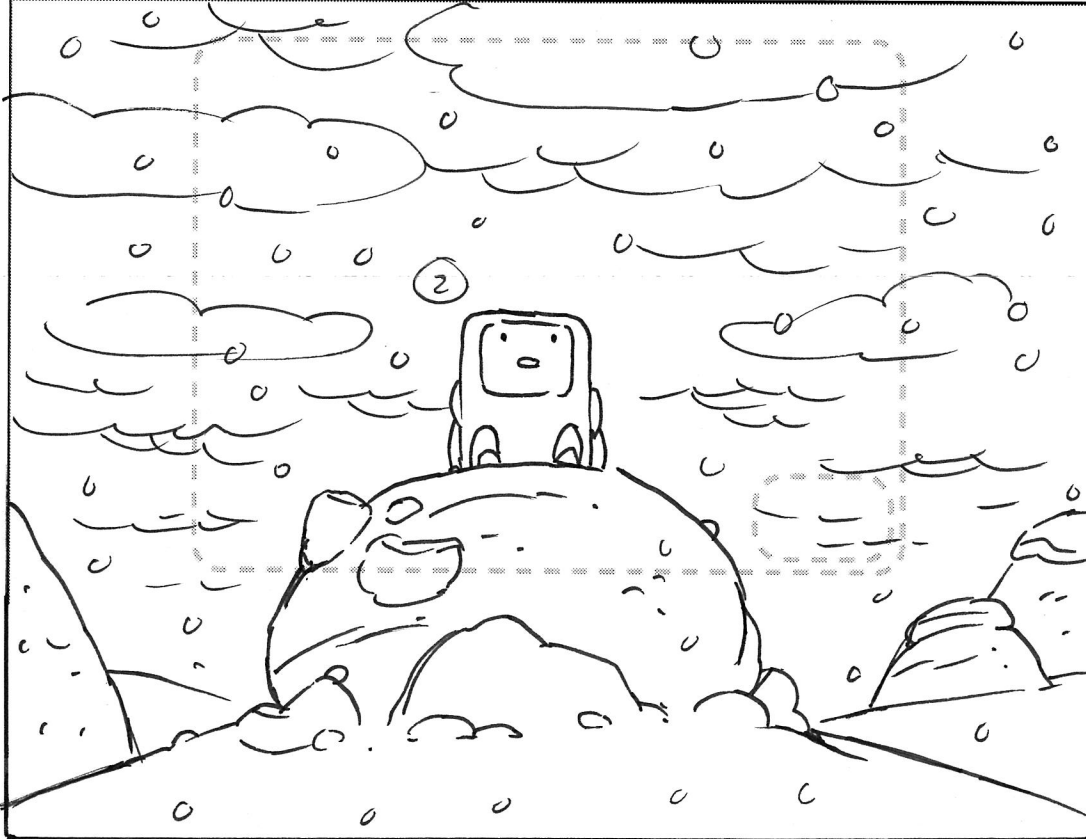
Production :

ADVENTURE TIME



Page 58

Sc. 50 Pnl. A Bg. day night



Dialog:

BMO! But, well maybe if you
don't wanna talk, you could
just listen.

Action:

Timing:

EPISODE #

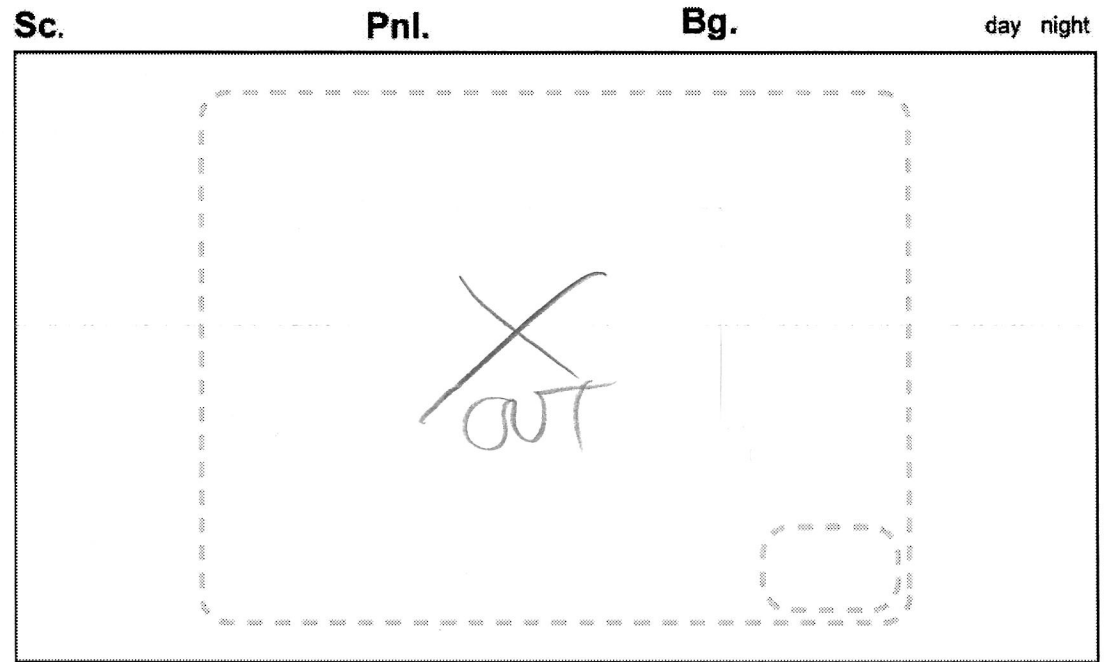
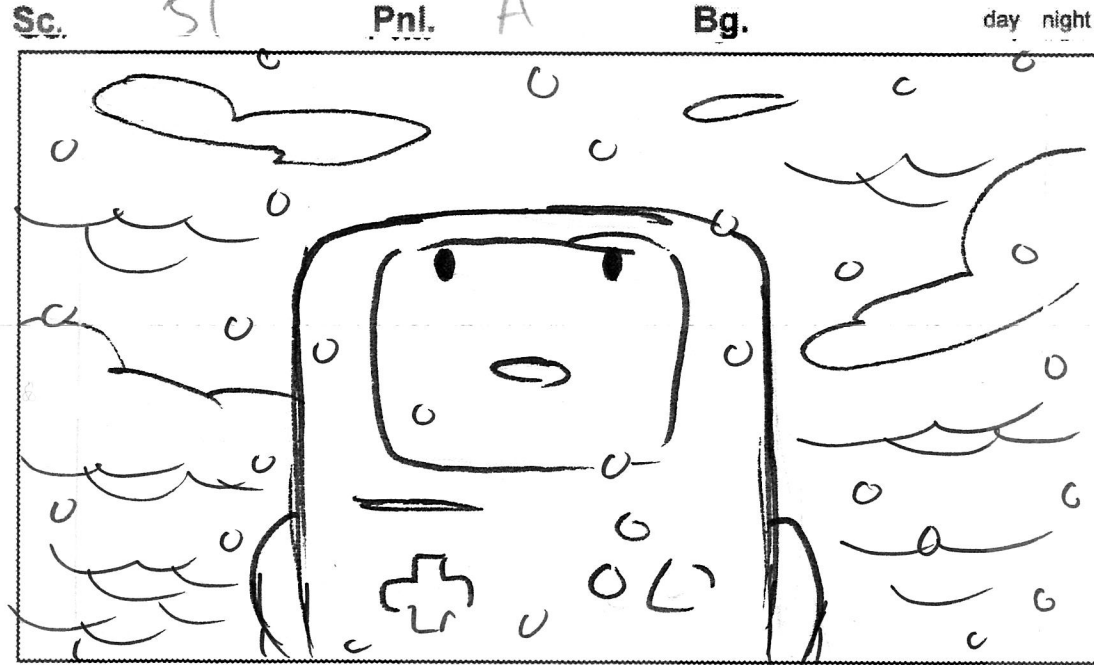
1034-224

Production :

ADVENTURE TIME



Page 59



Dialog: BMC Moe told me if I do
this thing, I'll be a
grown-up,

Action:

Timing:

EPISODE #

Production :

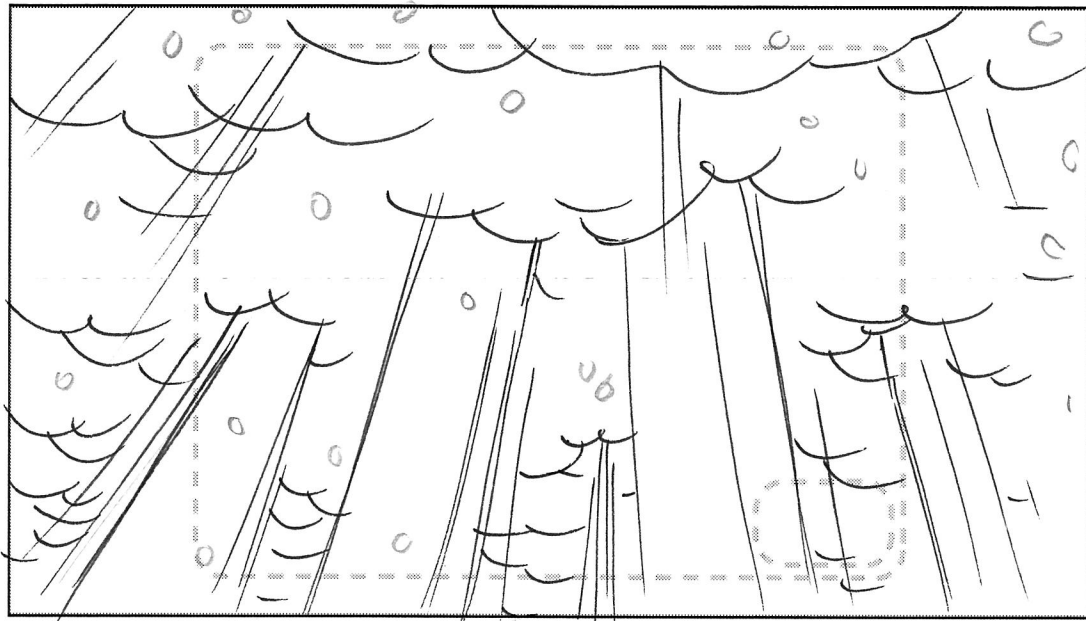
1034-224

ADVENTURE TIME

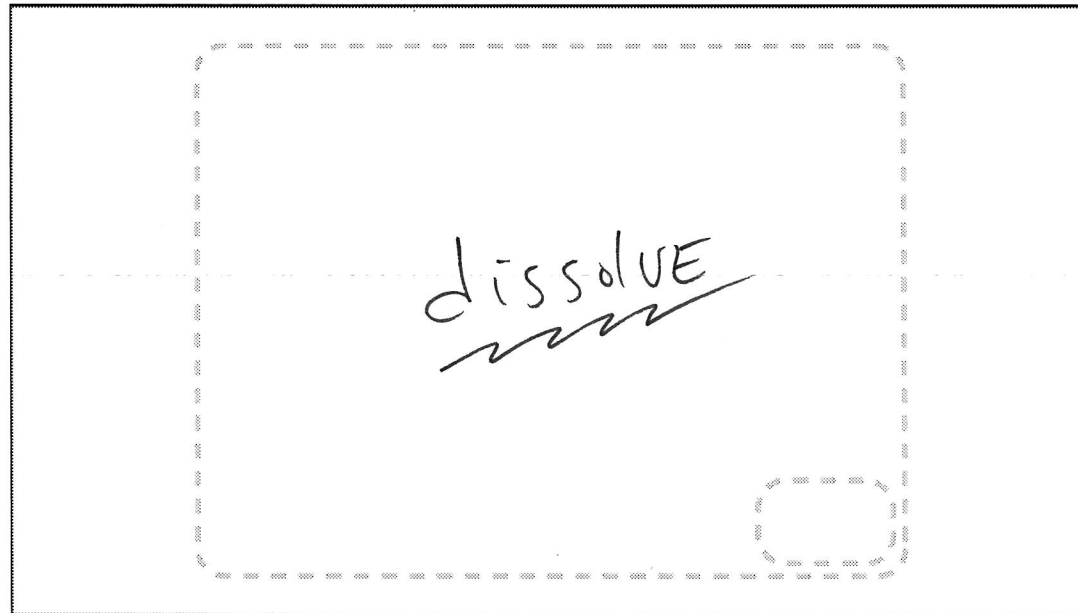


Page 60

Sc. 52 Pnl. A Bg. day night



Sc. Pnl. Bg. day night



Dialog: (BMO) → and that sounds cool!
I guess, like, →

(BMO) → if I was grown, then, →

Action: — rays shimmer gently

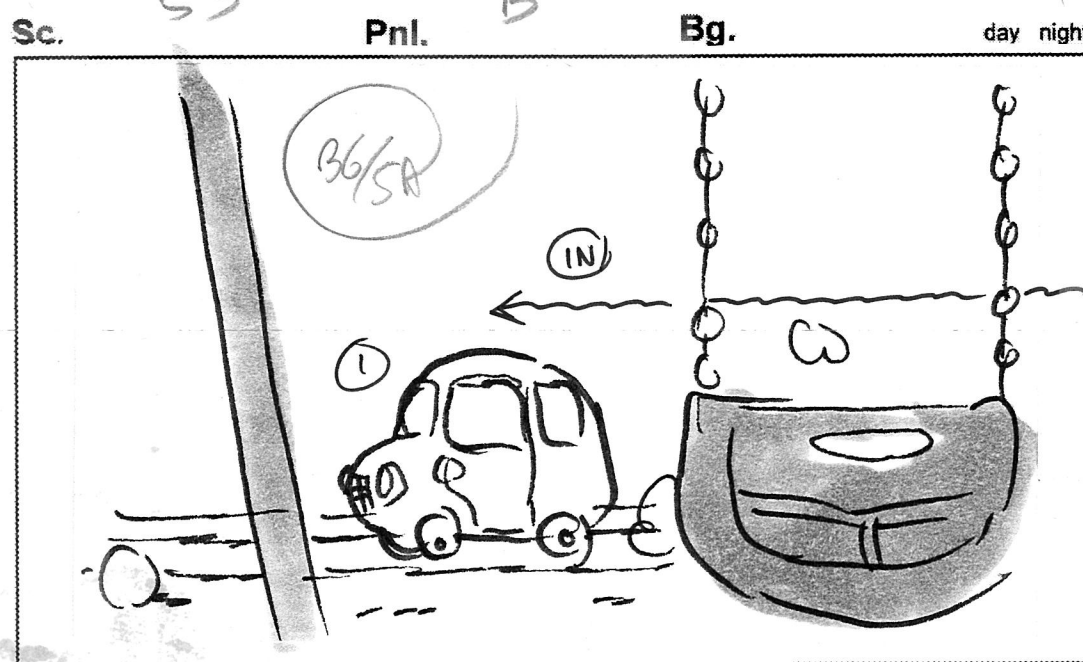
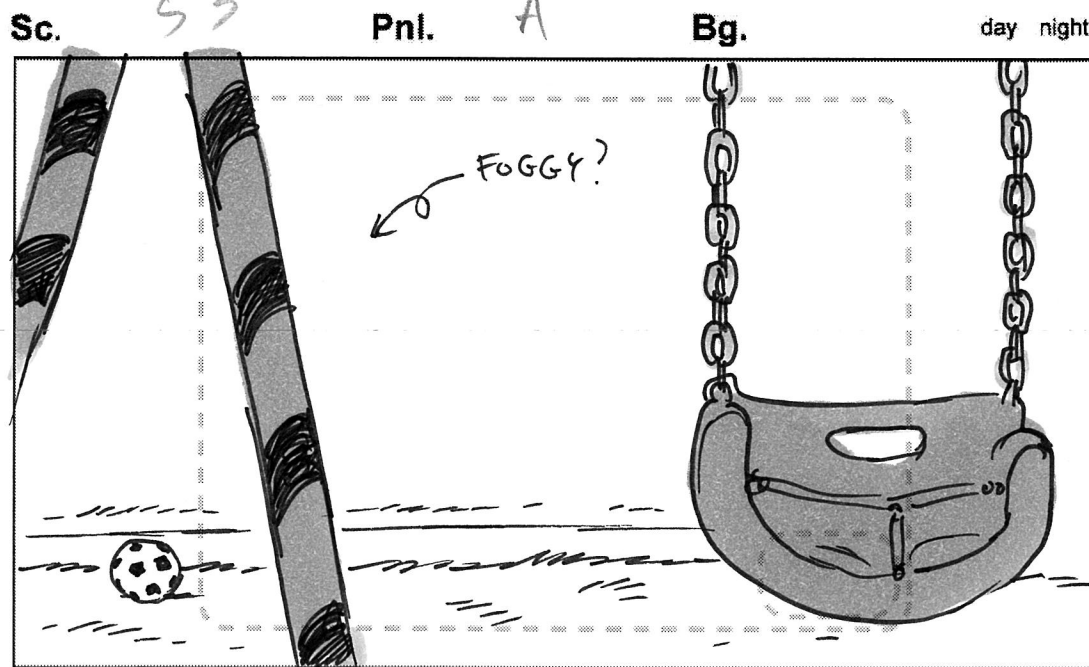
Timing:

EPISODE #

1034-224

Production :

ADVENTURE TIME



Dialog: BMO → I could drive to the playground all by myself, →

Action:

Timing:



- Car drives in,
- ADULT BMO gets out of car.

1034-224

EPISODE #

Production :

ADVENTURE TIME



62

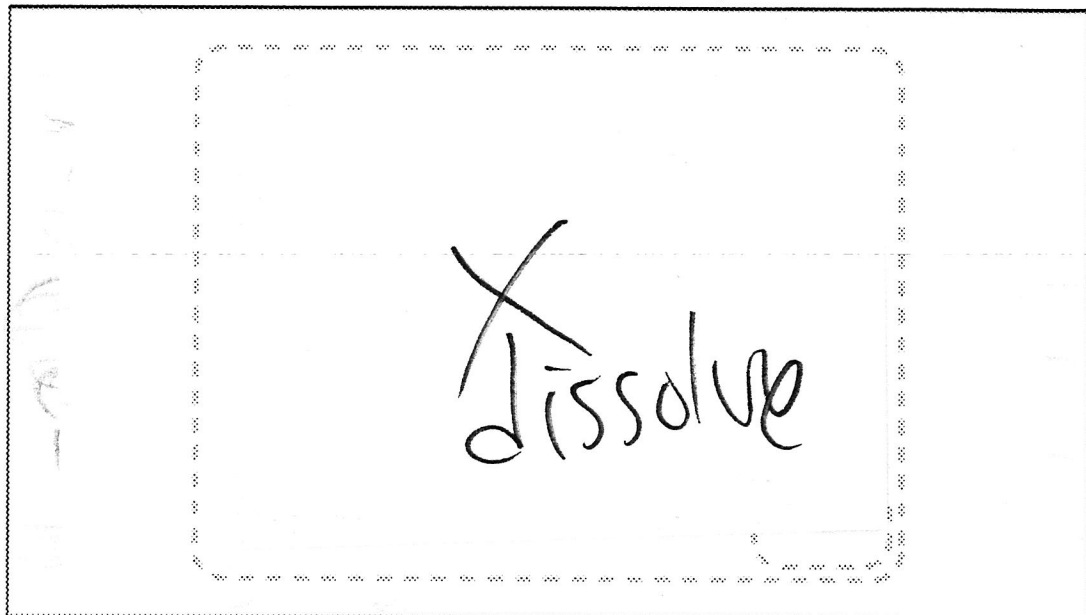
Page _____

Sc.

Pnl.

Bg.

day night



Sc.

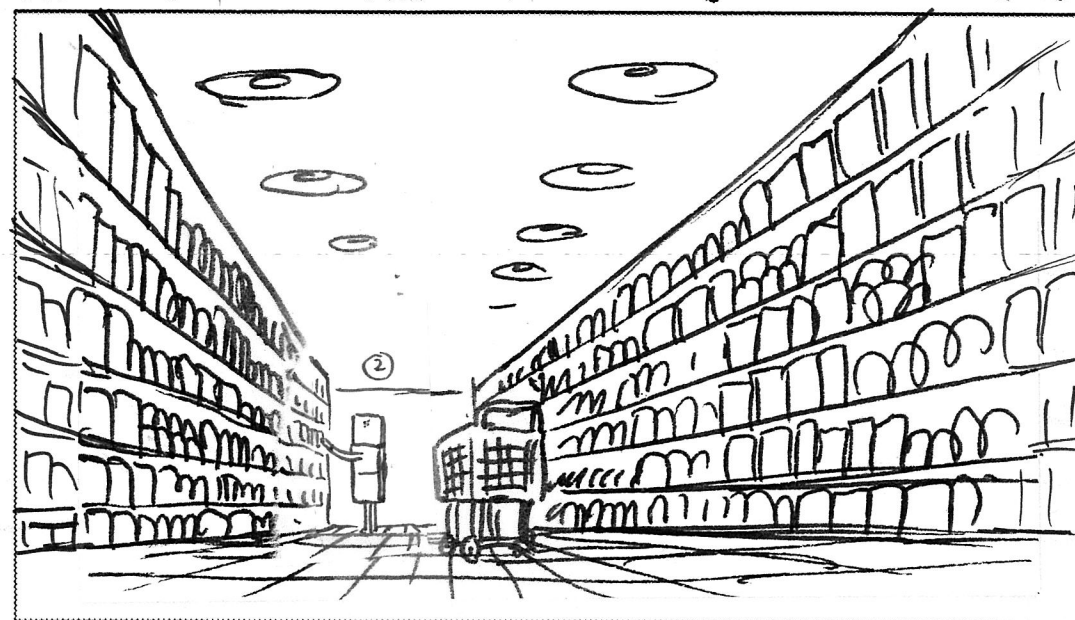
54

Pnl.

A

Bg.

day night



1034-224

EPISODE #

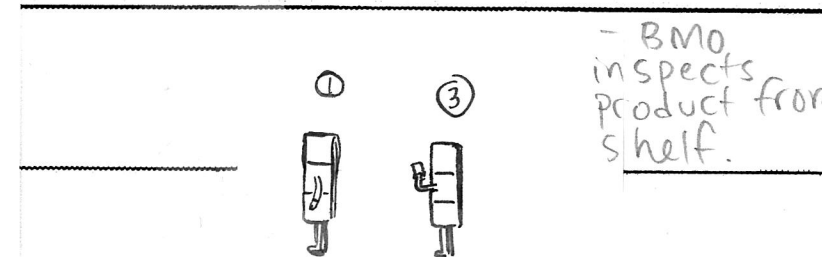
Dialog:

(BMO) (vo) →

and.. I could
buy my own
pacifiers at
the store...
If I was grown.

Action:

Timing:



Production :

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ADVENTURE TIME



Page 63

Sc.

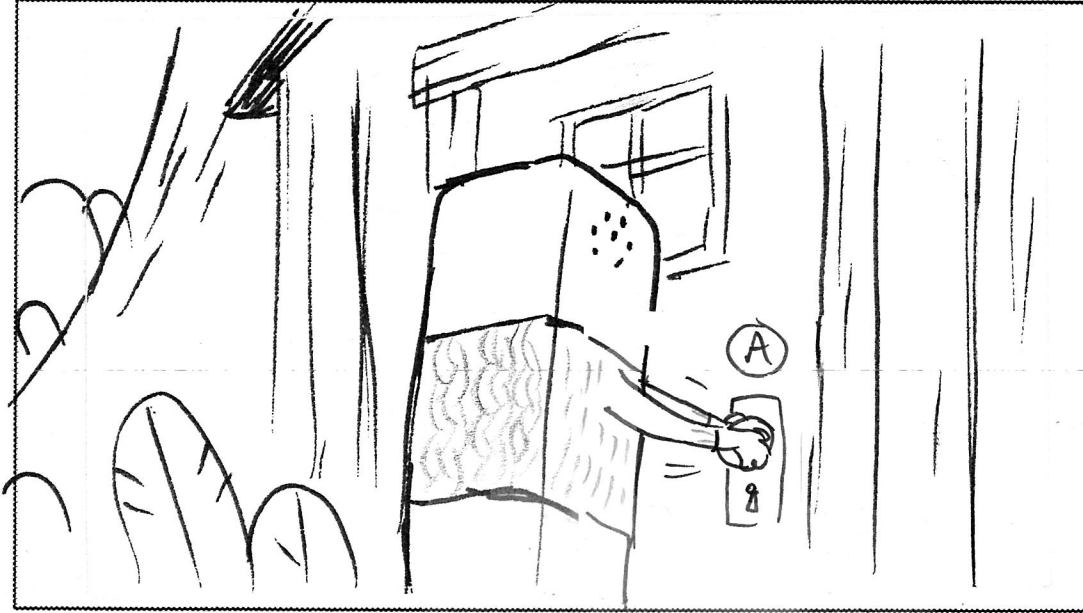
55

Pnl.

A

Bg.

day night



Sc.

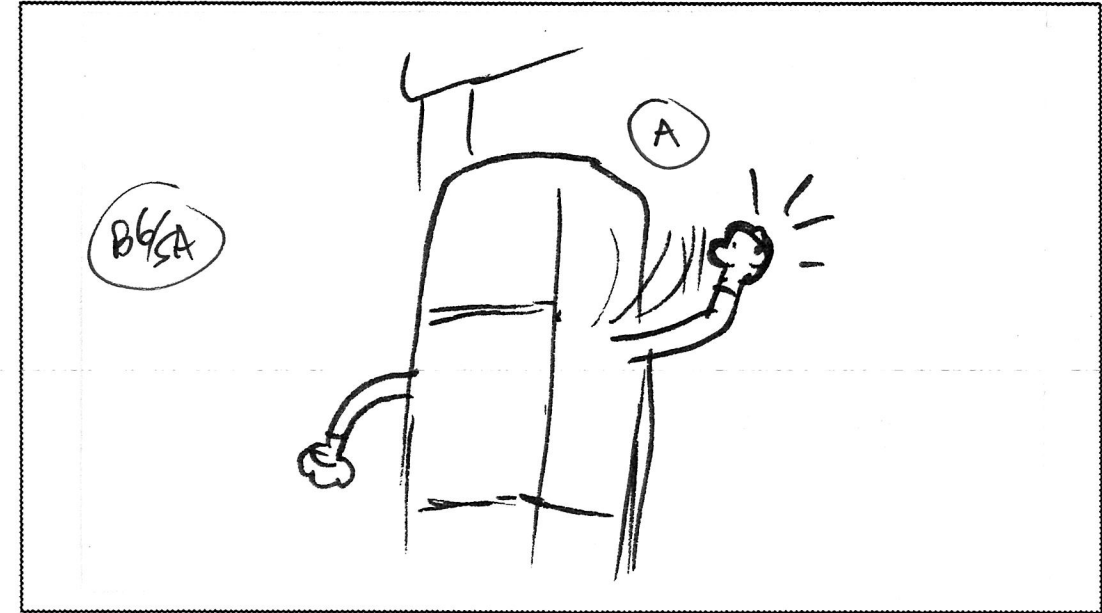
55

Pnl.

B

Bg.

day night



Dialog:

(SFX:) = rattle =
rattle =

(BMO) (VO) But then..
if I change..
will Finn and
Jake still love
me?

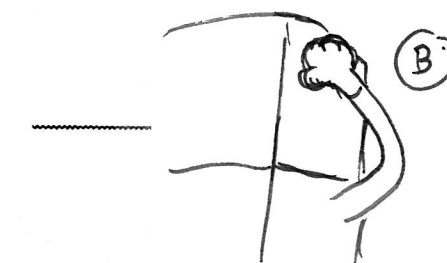
(SFX:) = BAM BAM =

Action:



Timing:

- BMO tries to
open locked
door.



- BMO bangs
on locked
door.

1034-224

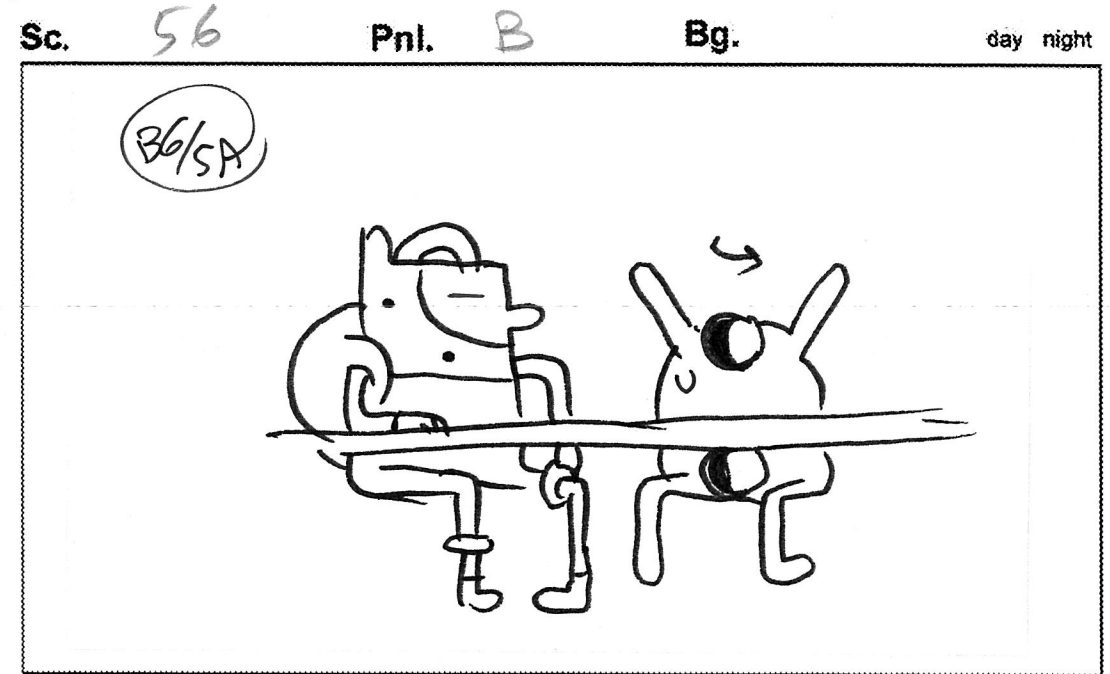
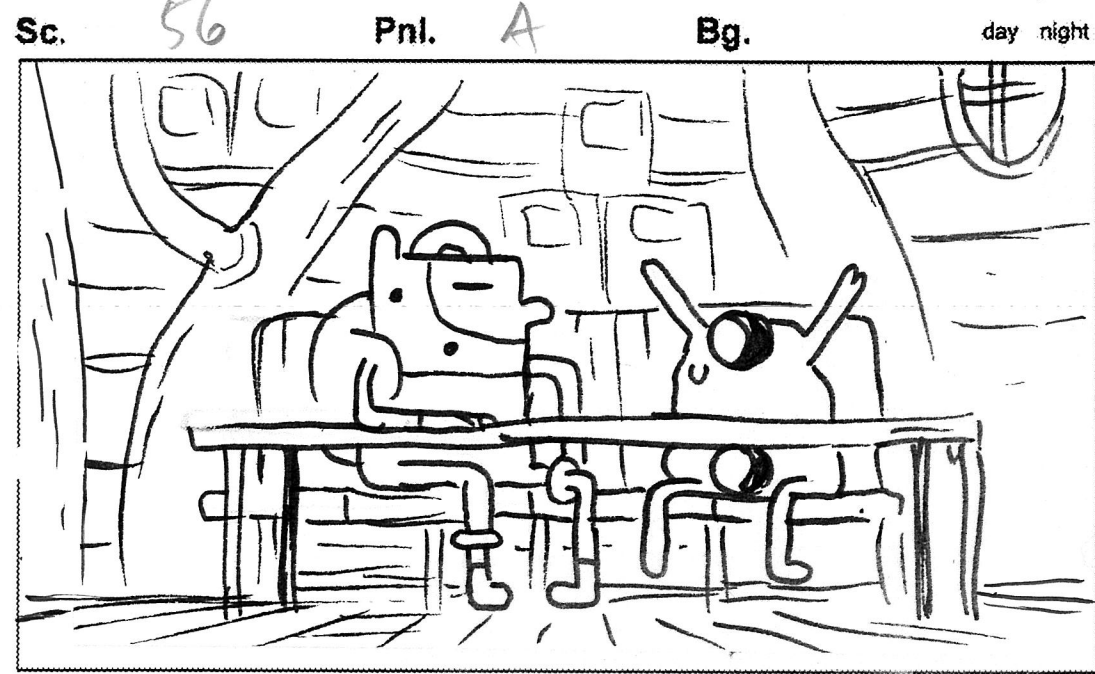
EPISODE #

Production :

ADVENTURE TIME



64
Page _____



Dialog:	(SFX): BAM BAM	(BMO) Will I still love them?
Action:		- Weird Jake looks toward banging sound.
Timing:		

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1034-224

EPISODE #

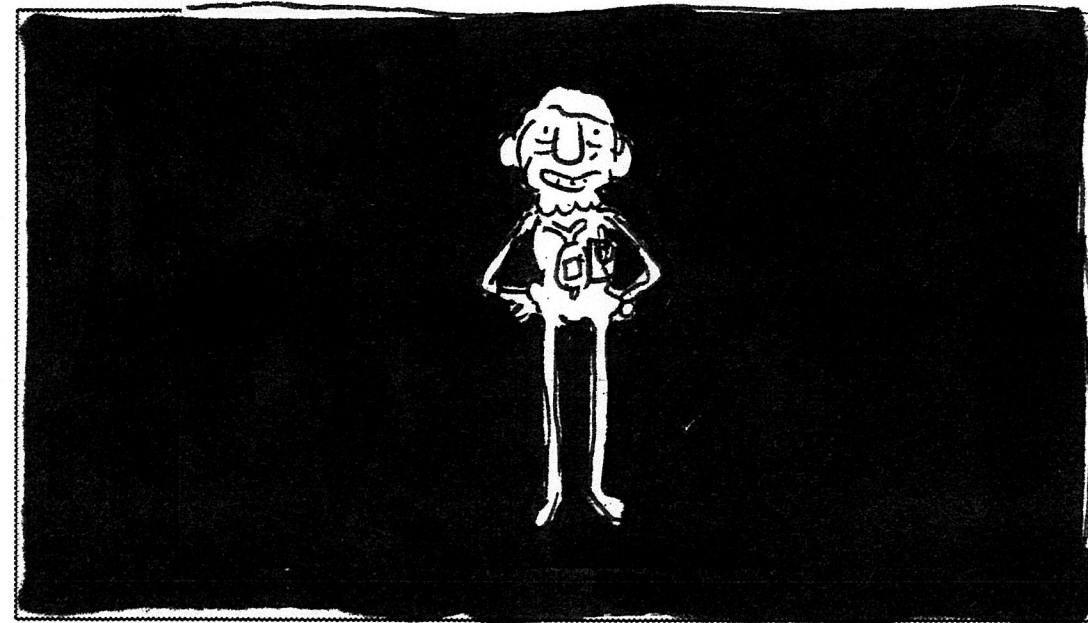
Production :

ADVENTURE TIME

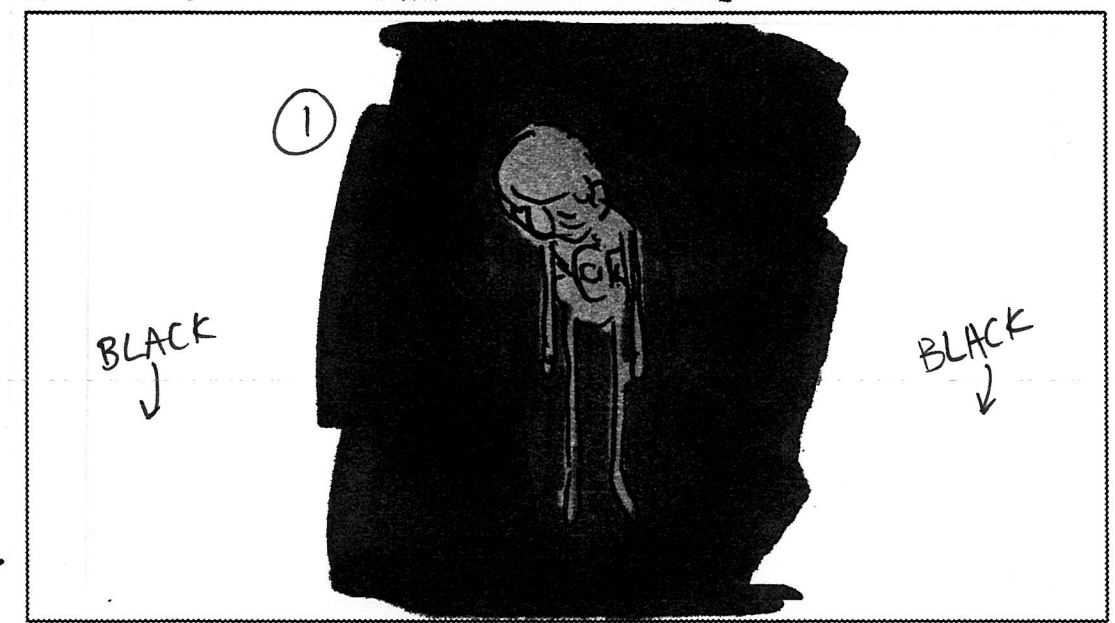


Page 65

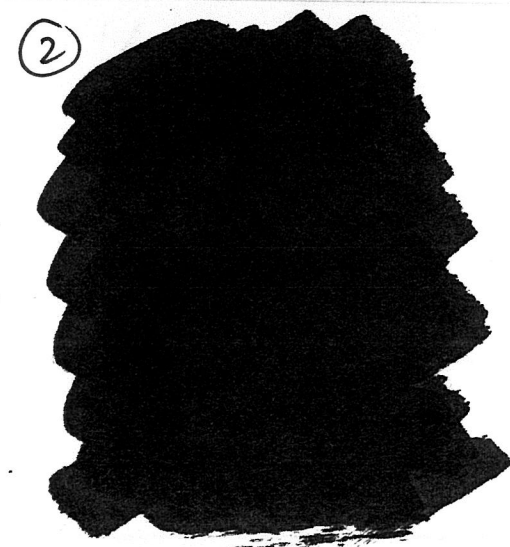
Sc. 57 Pnl. A Bg. day night



Sc. 57 Pnl. B Bg. day night



Dialog:	<p>(BMO) Moe changed to a new body...</p>	<p>- Moe slumps, dead. - Moe fades away into blackness.</p>
Action:		
Timing:		



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Production :

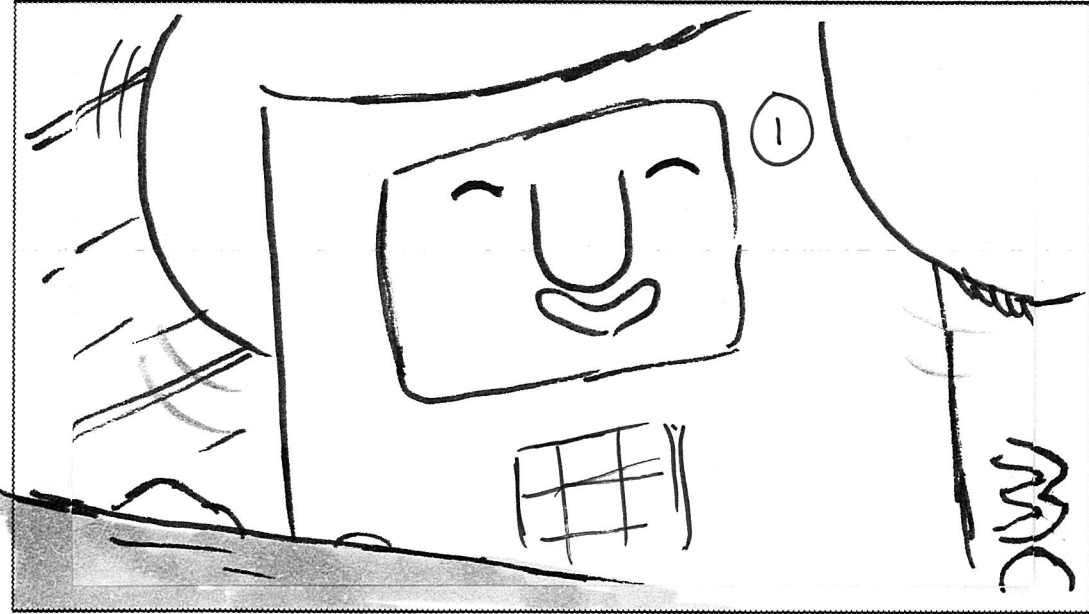
ADVENTURE TIME



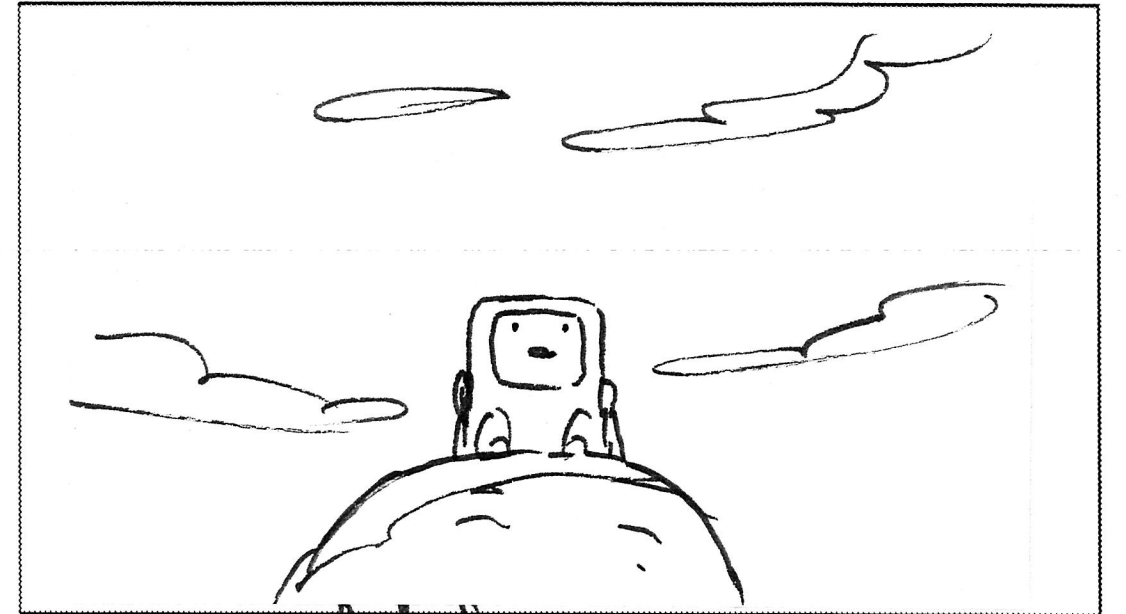
66

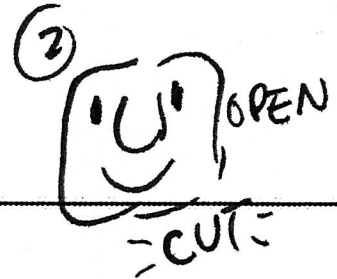
Page _____

Sc. 58 Pnl. A Bg. day night



Sc. 59 Pnl. A Bg. day night



Dialog:	(BMO) And he's still the same I guess... sorta... (moe silently laughing)	(2) 	(BMO) But does growing up just change your body... or also your soul?
Action:			(ALT:)..also your noodle.
Timing:			

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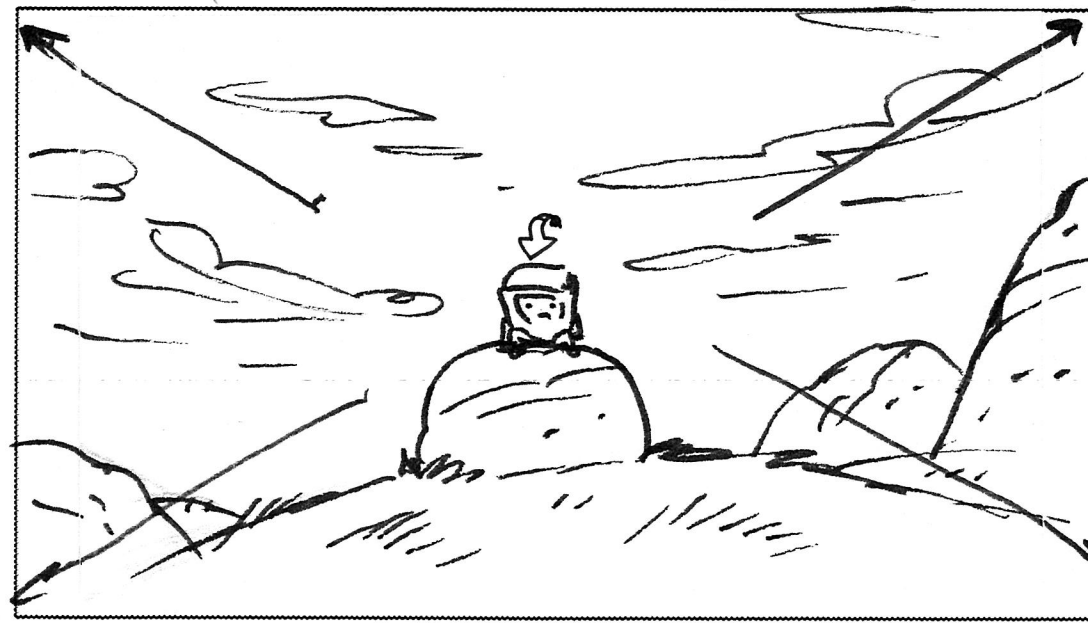
Production :

ADVENTURE TIME

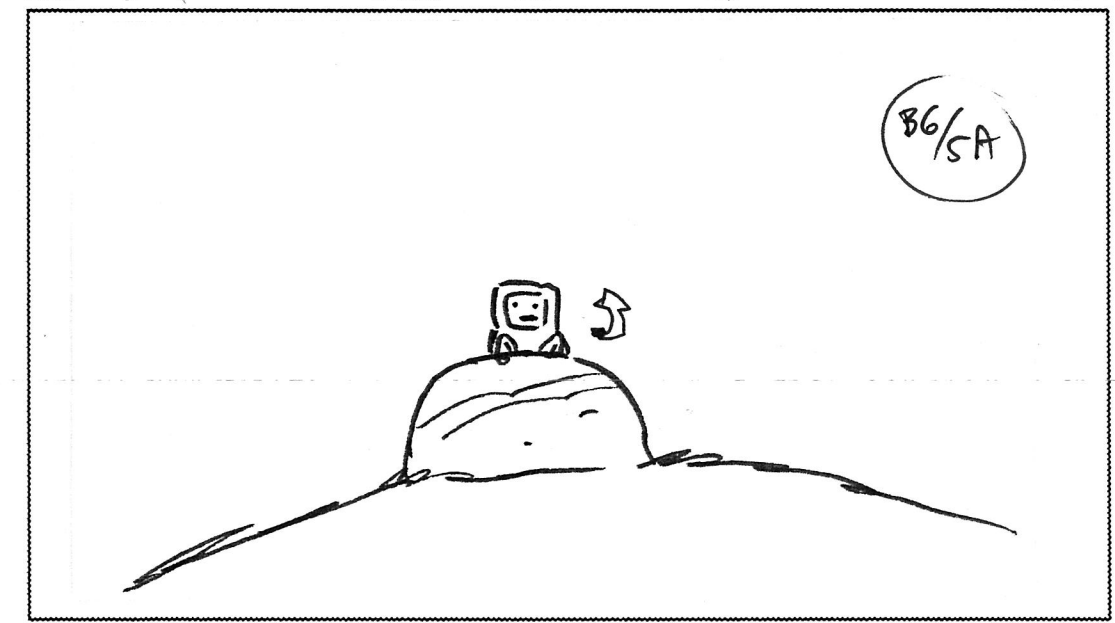


Page 67

Sc. 59 Pnl. B Bg. day night



Sc. 59 Pnl. C Bg. day night



Dialog:	<p>(BMO) *in hole*</p> <p>SIGGGHH... (long sigh)</p>	<p>(BMO) Maybe I could just... stay the same forever?</p>
Action:	<p>- Truck out matches</p>	
Timing:	<p>SIGH length -</p>	

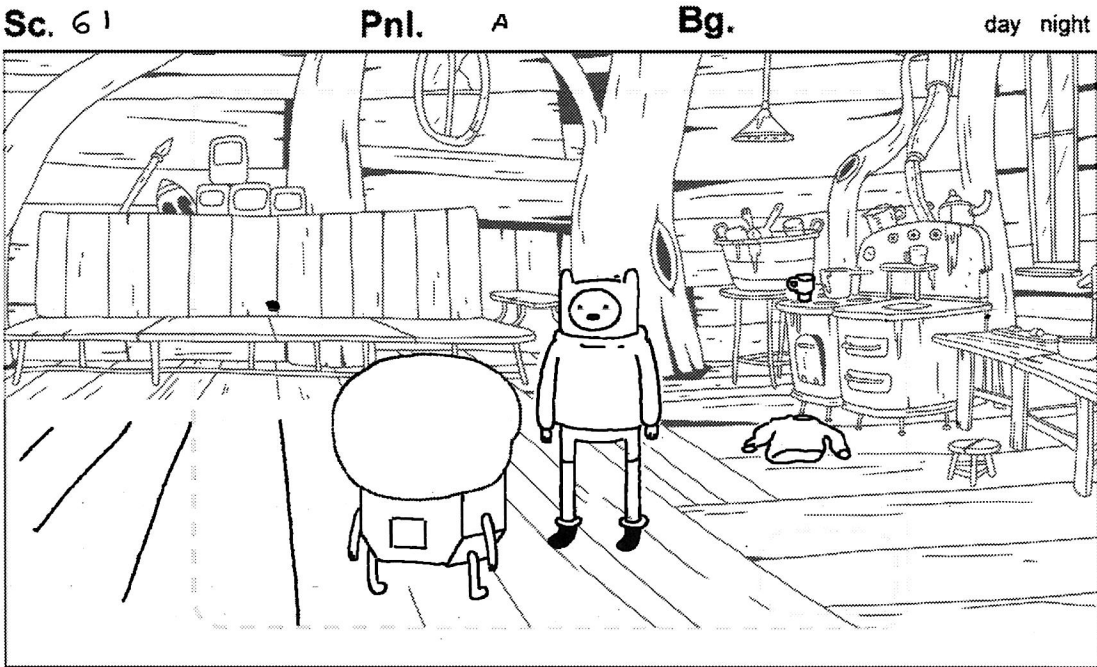
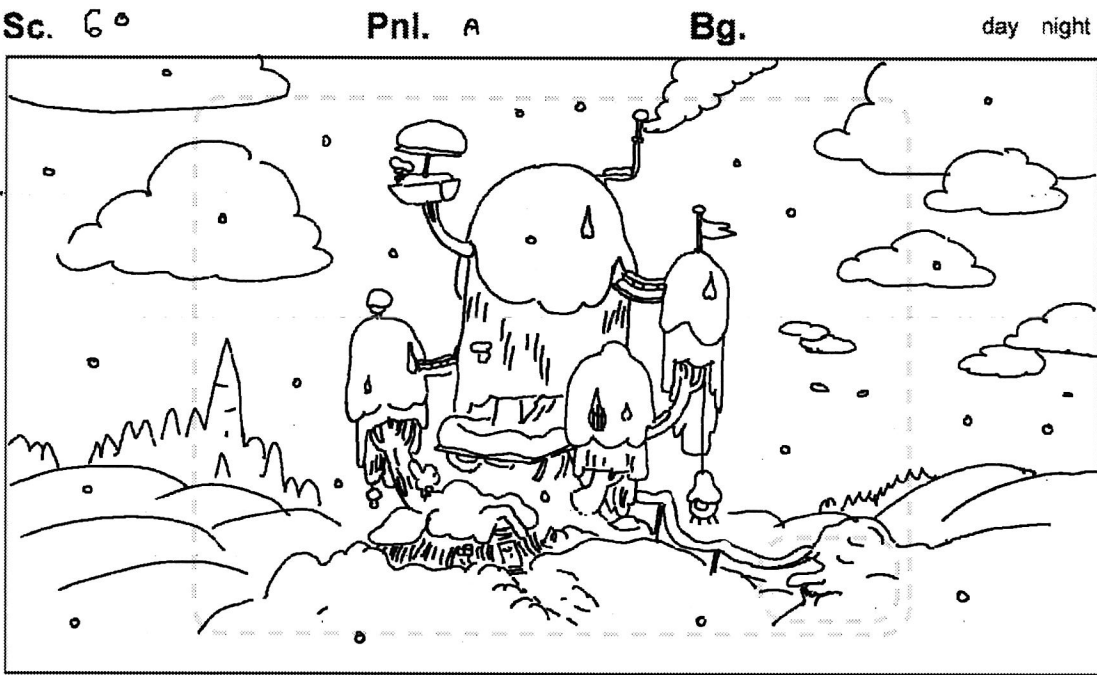
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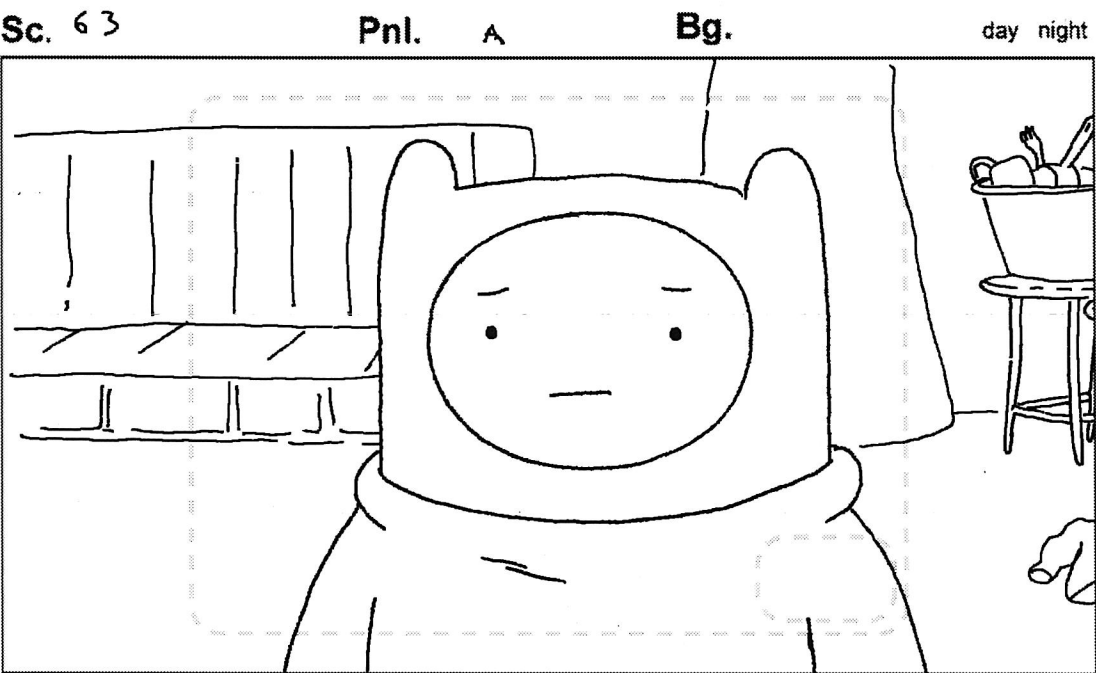
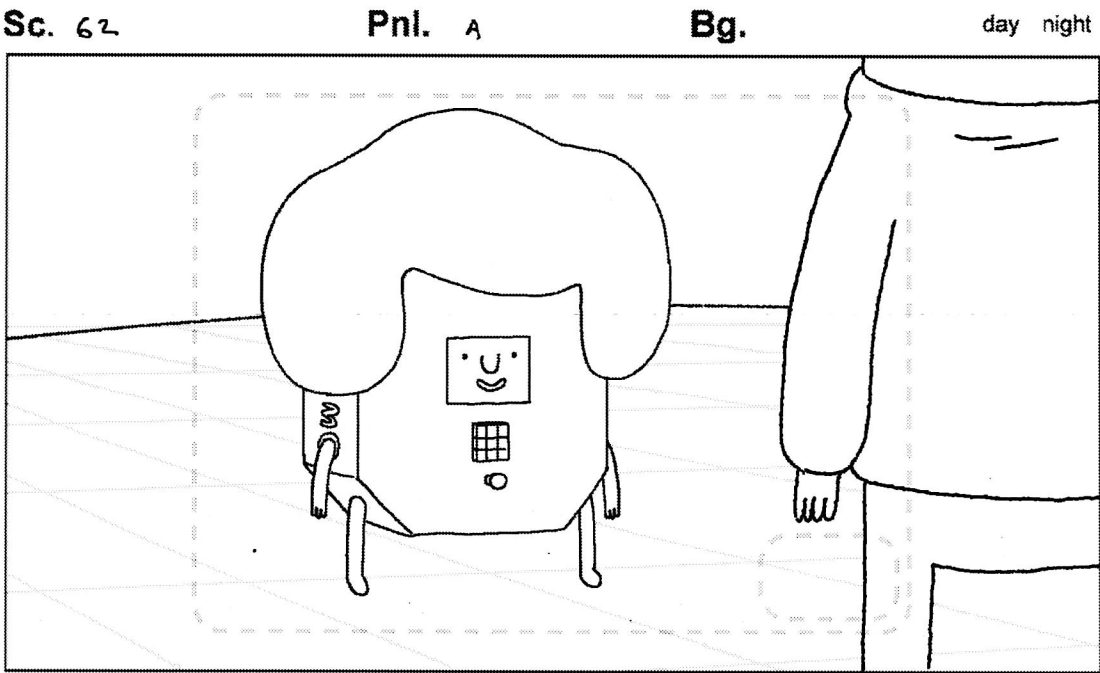
ADVENTURE TIME



Dialog:		
(F) . . . So . . .		
Action:	BG id: B053s002_122	 (JAKE'S SWEATER ON THE GROUND)
Timing:		

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ADVENTURE TIME



Dialog:	(M) / so . !
Action:	s.p.
Timing:	

1034-224
EPISODE #
Production :



ADVENTURE TIME

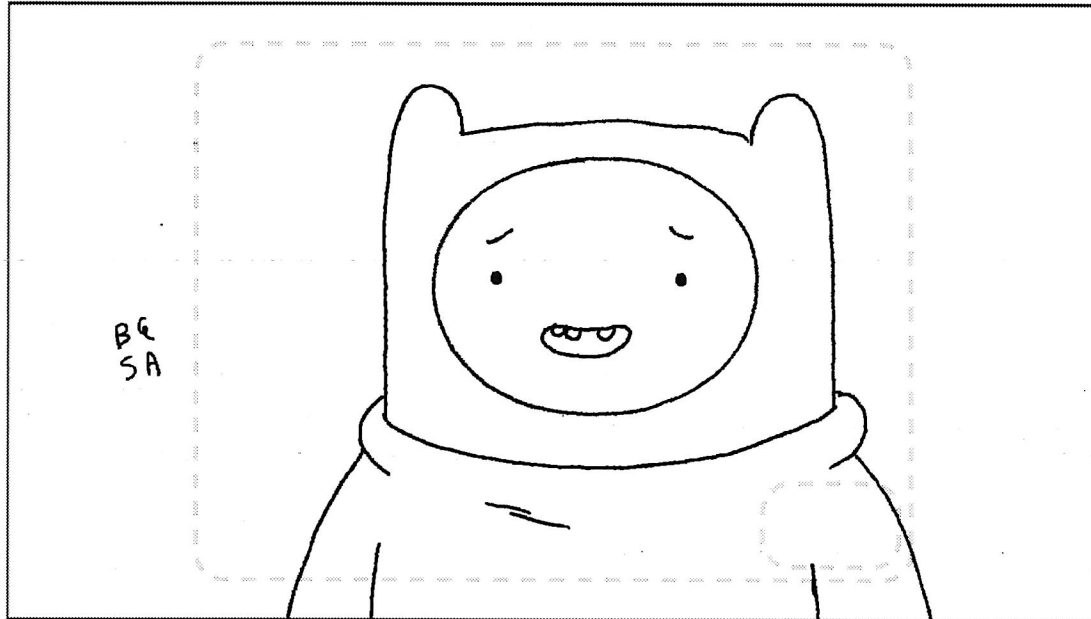
Page 70

Sc. 63

Pnl. B

Bg.

day night

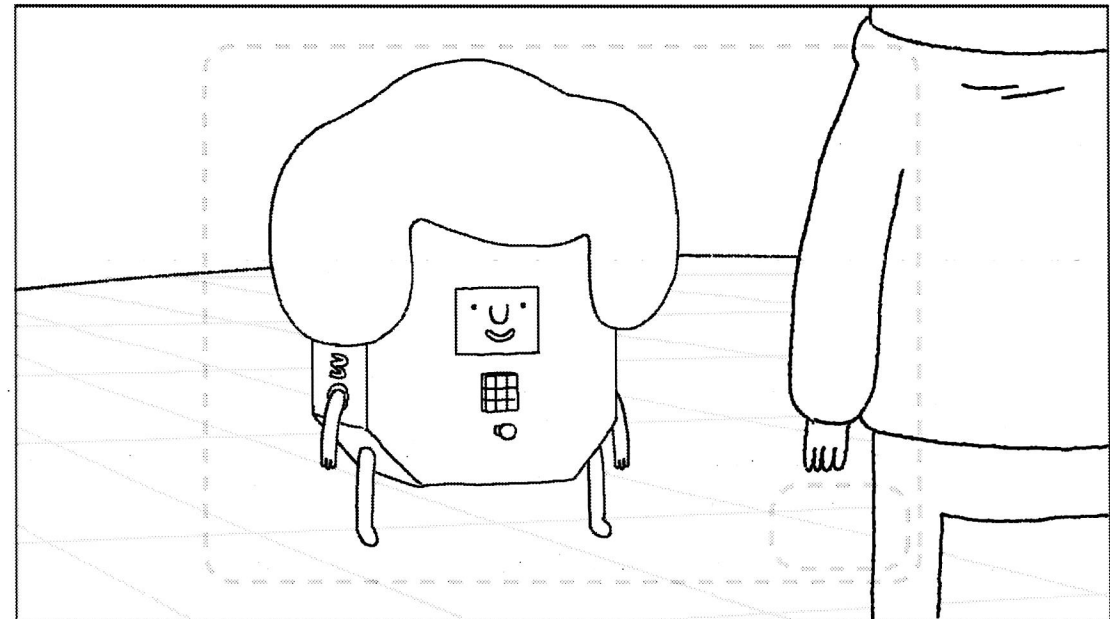


Sc. 64

Pnl. A

Bg.

day night



Dialog:

(F) UM . . . YEAH , IT'S NICE
TO SEE YOU.

(M) YEAH YOU TOO.

Action:

Timing:

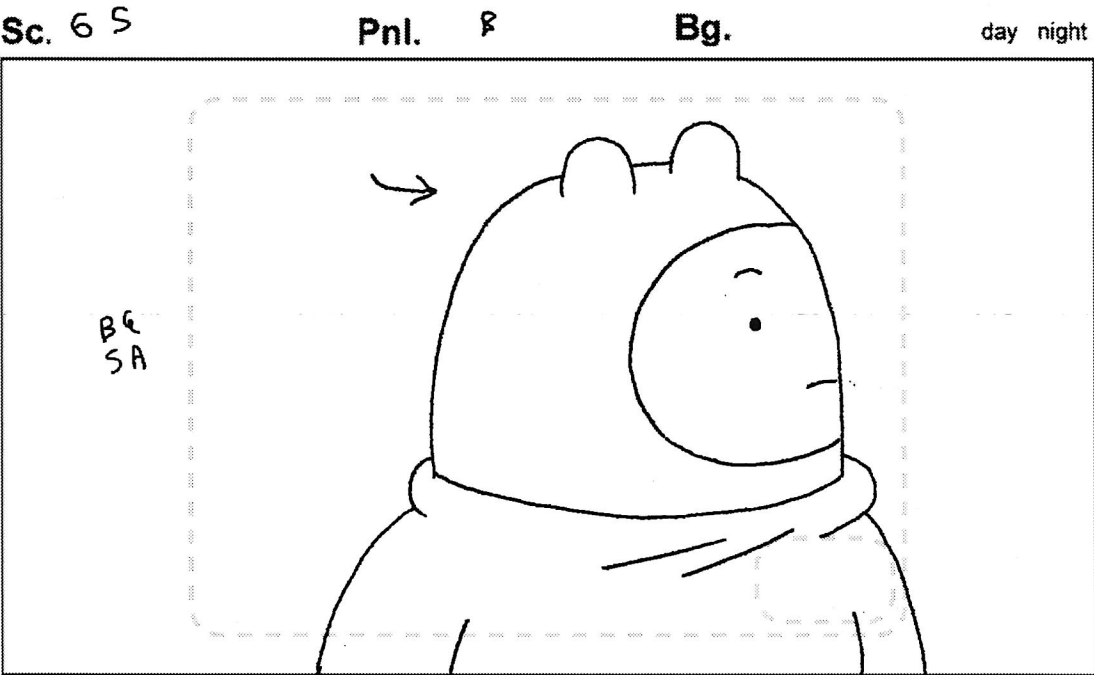
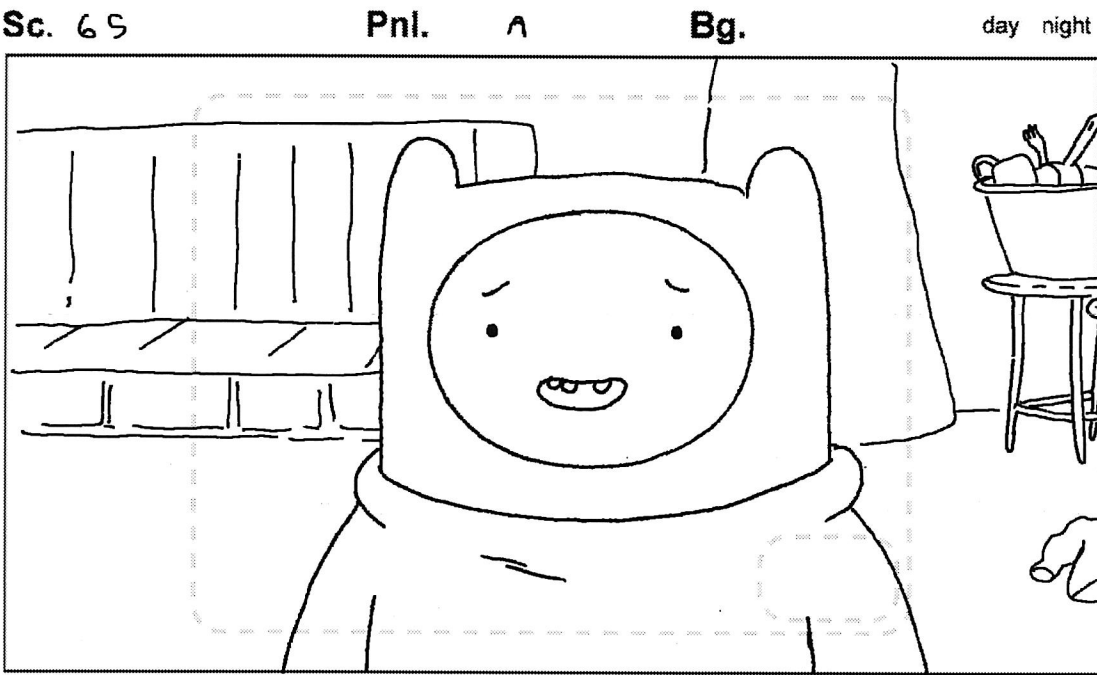
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ADVENTURE TIME



Dialog:	<p>ⓕ/ UH, SO, MOE ... DO YOU WANT TO ...</p>
Action:	
Timing:	

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Production :

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ADVENTURE TIME

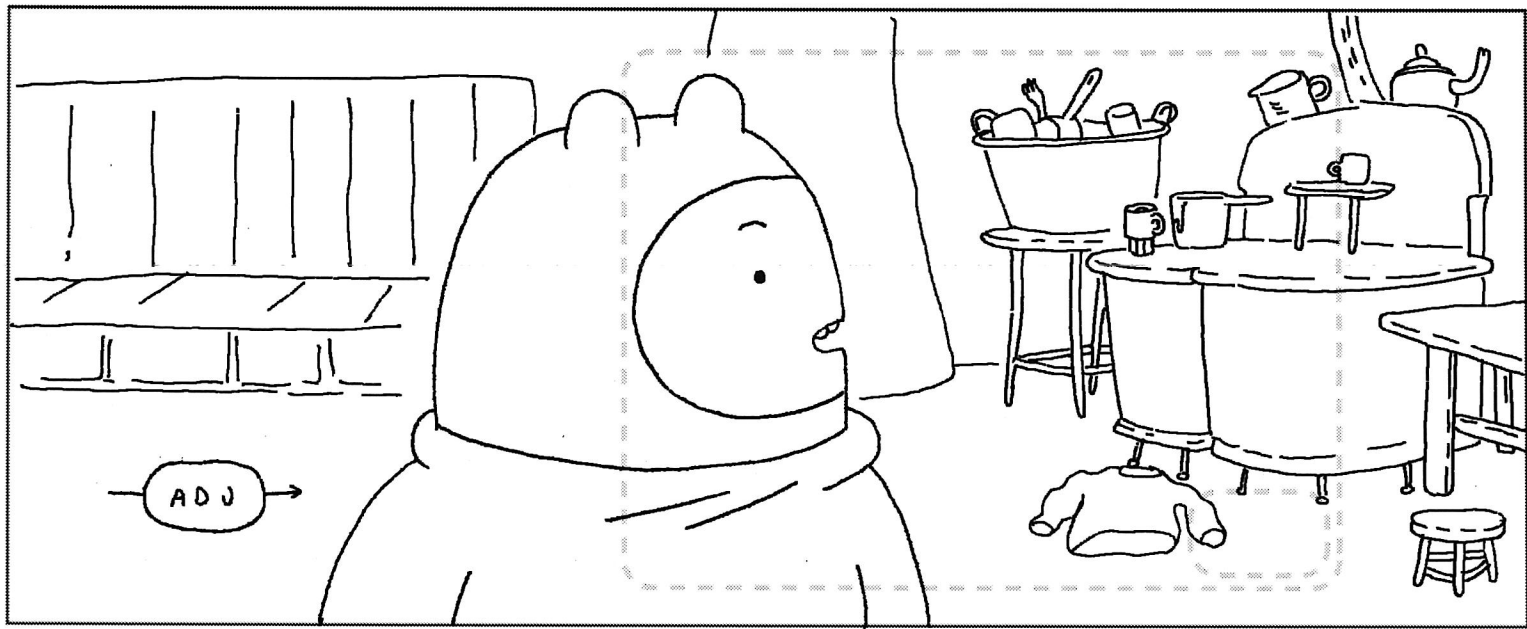


Sc. 65

Pnl. c

Bg.

day night



Dialog:

ⓔ / J A K E ?

Action:

Timing:

1034-224

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ADVENTURE TIME



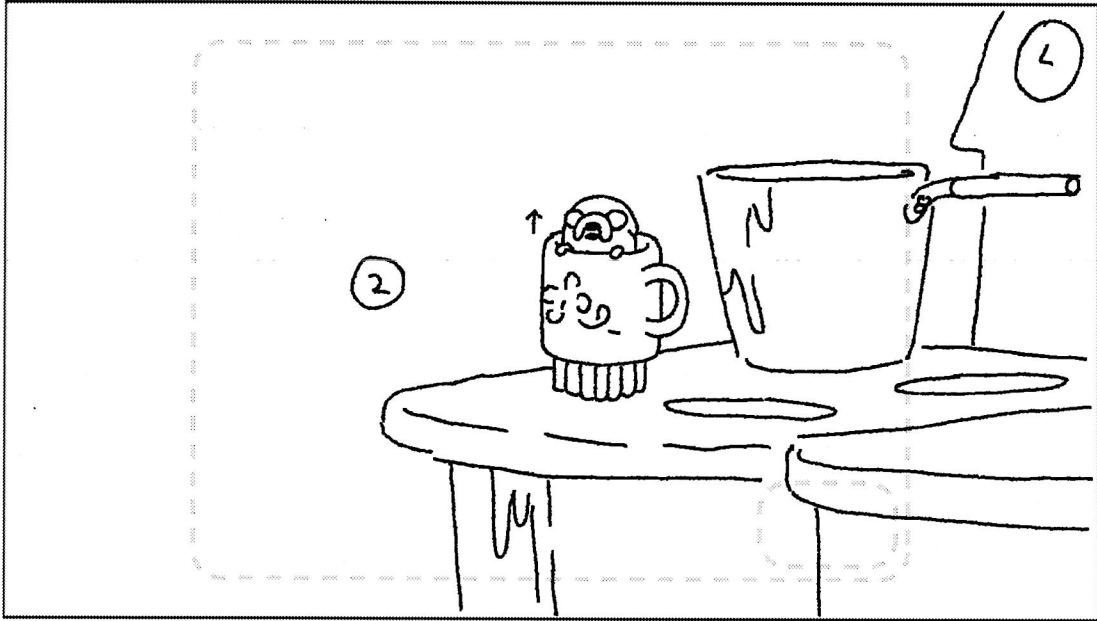
Page 73

Sc. 66

Pnl. A

Bg.

day night

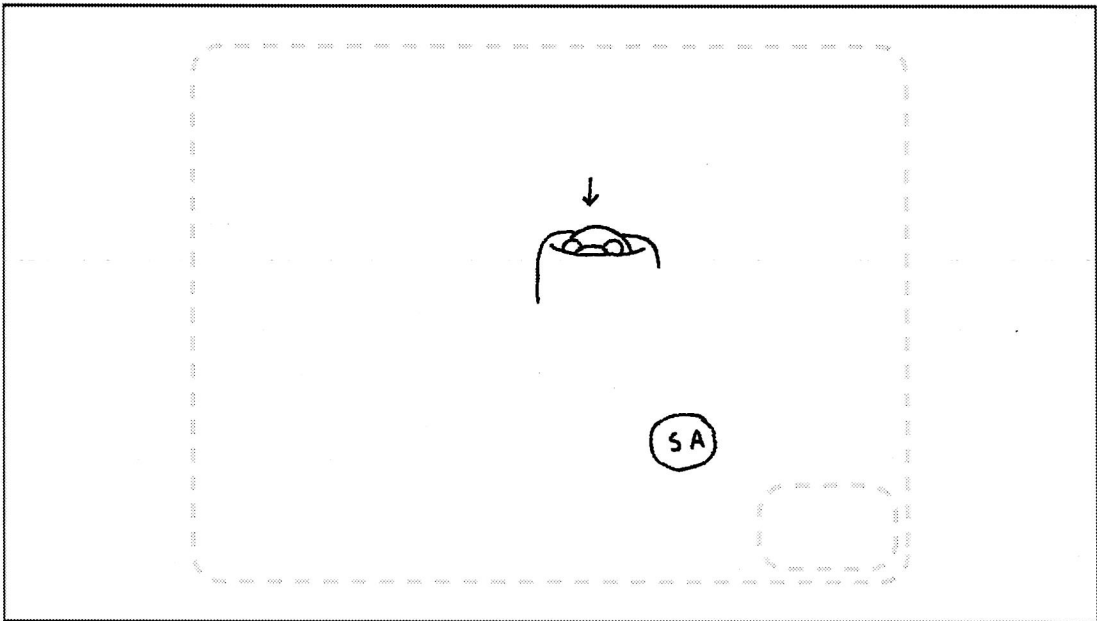


Sc. 66

Pnl. B

Bg.

day night

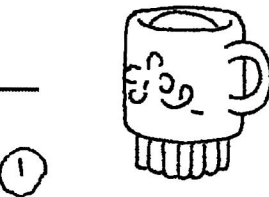


Dialog:

OH HEY, I'M ON MY
WAY, ONE SEC.

Action:

Timing:



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ADVENTURE TIME



Page 74

Sc. 67	Pnl. A	Bg.	day night	Sc. 67	Pnl. B	Bg.	day night

Dialog:	(F) UM.	(F) HOLD ON, MOE.
Action:		
Timing:		

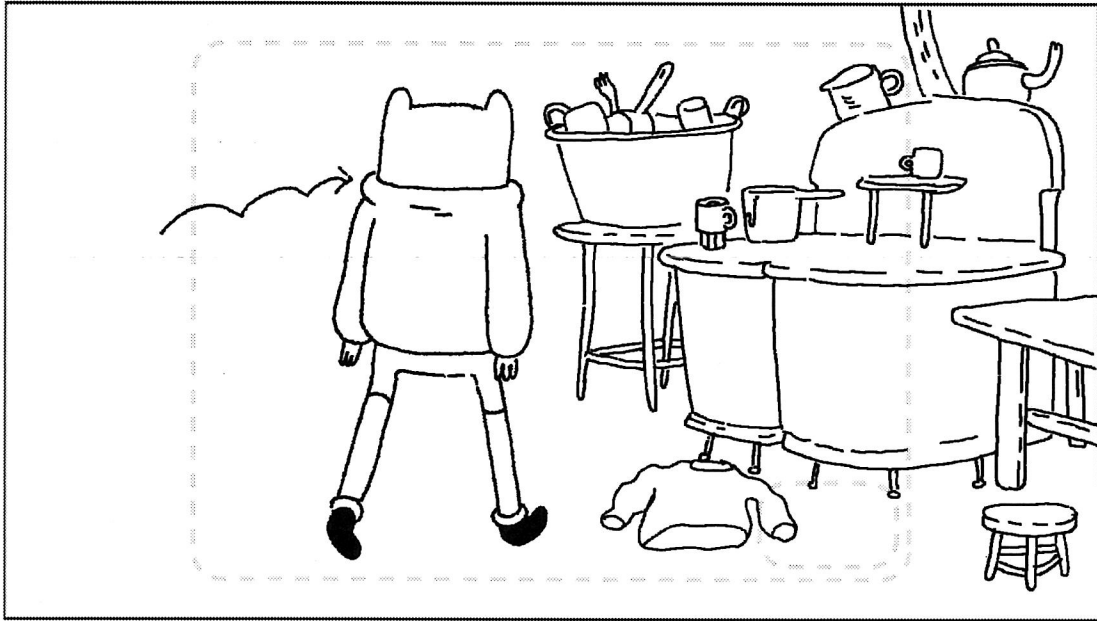
Production : EPISODE # 1034-224

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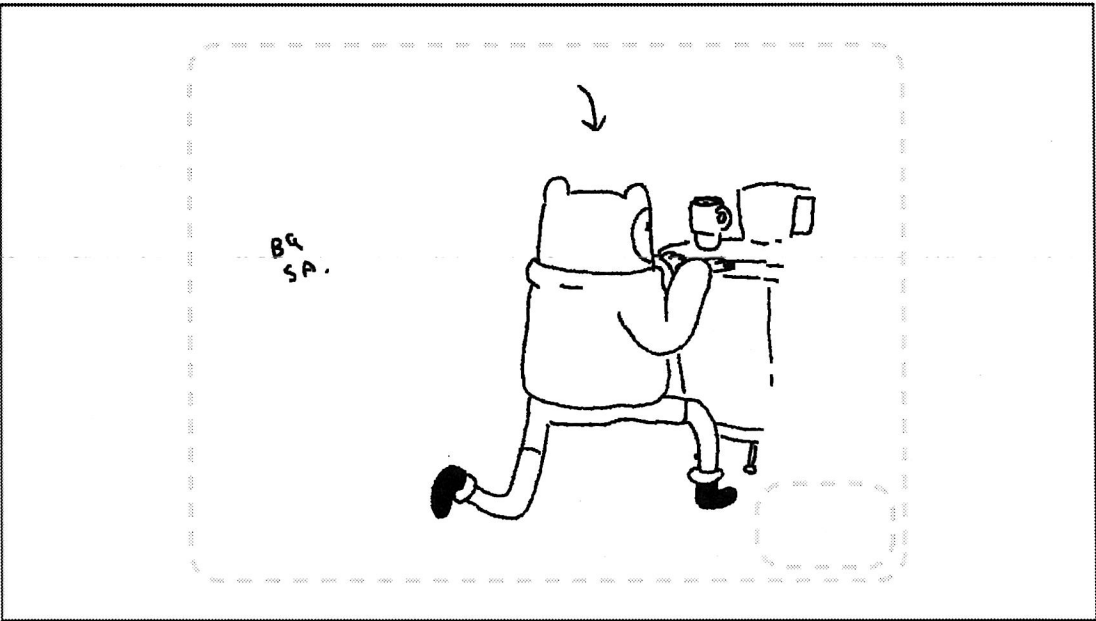
ADVENTURE TIME



Sc. 67 Pnl. C Bg. day night



Sc. 67 Pnl. D Bg. day night



Dialog:
Action:
Timing:

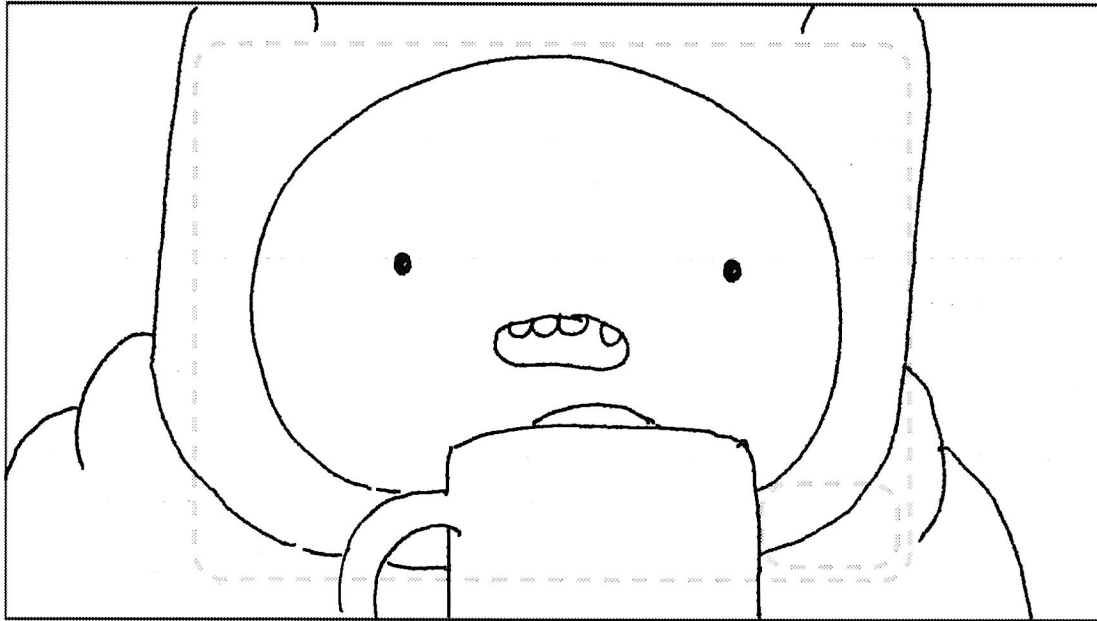
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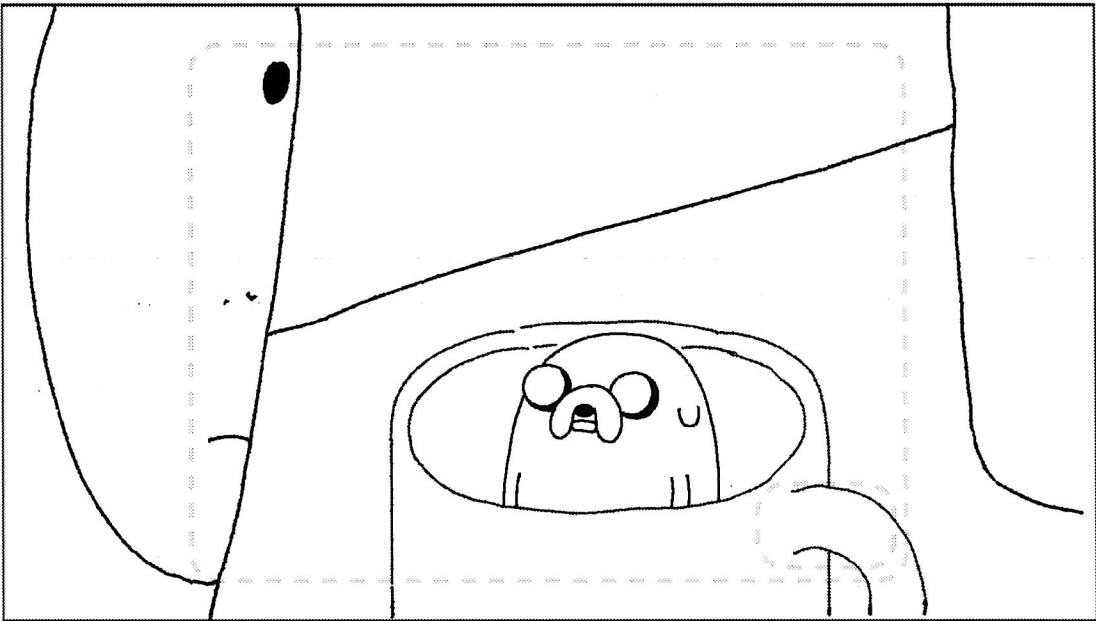
ADVENTURE TIME



Sc. 68 Pnl. A Bg. day night



Sc. 69 Pnl. A Bg. day night



Dialog:	
Ⓟ JAKE WHAT ARE YOU DOING ?	Ⓟ FINN, ALL THIS IS HECK OF AWKWARD WITHOUT BMO
Action:	
Timing:	

1034-224
EPISODE #
Production :



ADVENTURE TIME

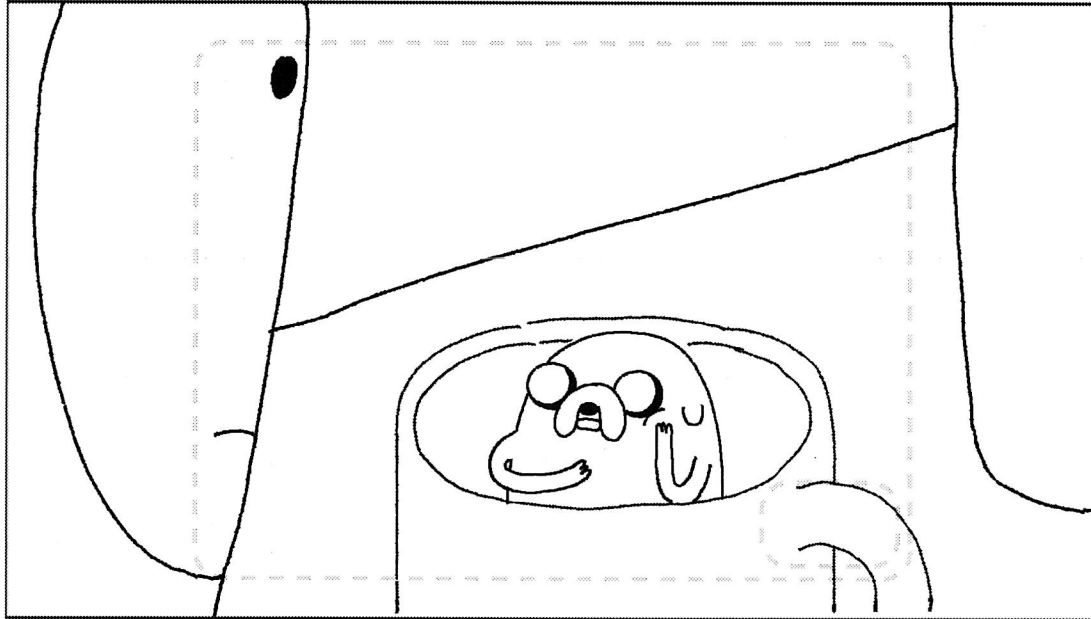
Page 77

Sc. 69

Pnl. B

Bg.

day night

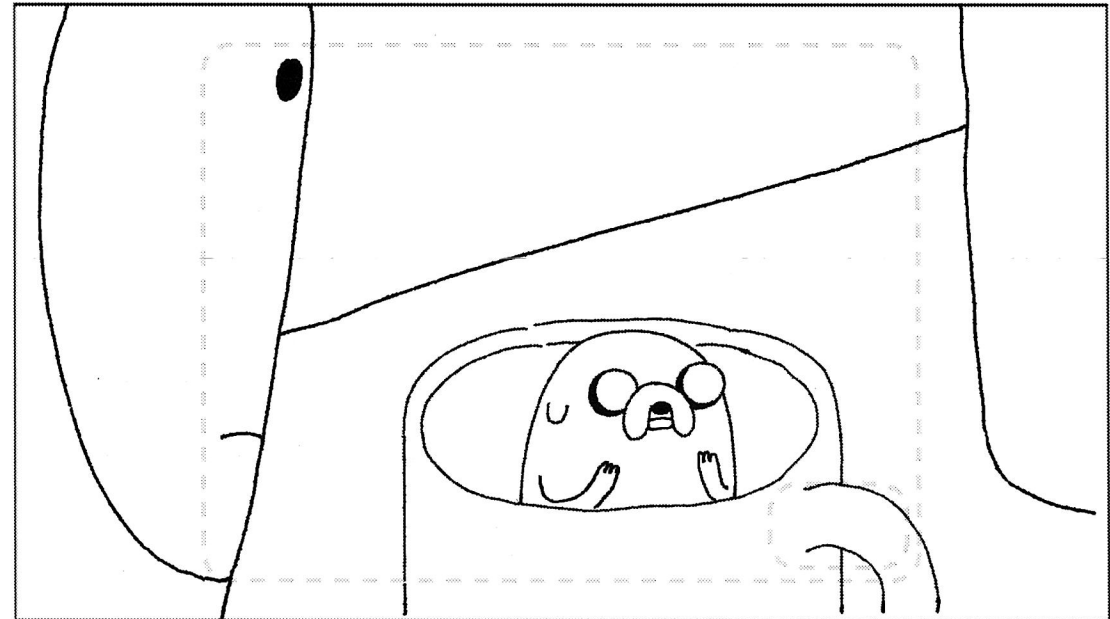


Sc. 69

Pnl. C

Bg.

day night



Dialog:

① (CONT) WAY MORE AWKWARD
THAN I THOUGHT IT'D BE.

I THINK ... MAYBE I DON'T
LIKE OLD PEOPLE.

Action:

Timing:

1034-224

EPISODE #

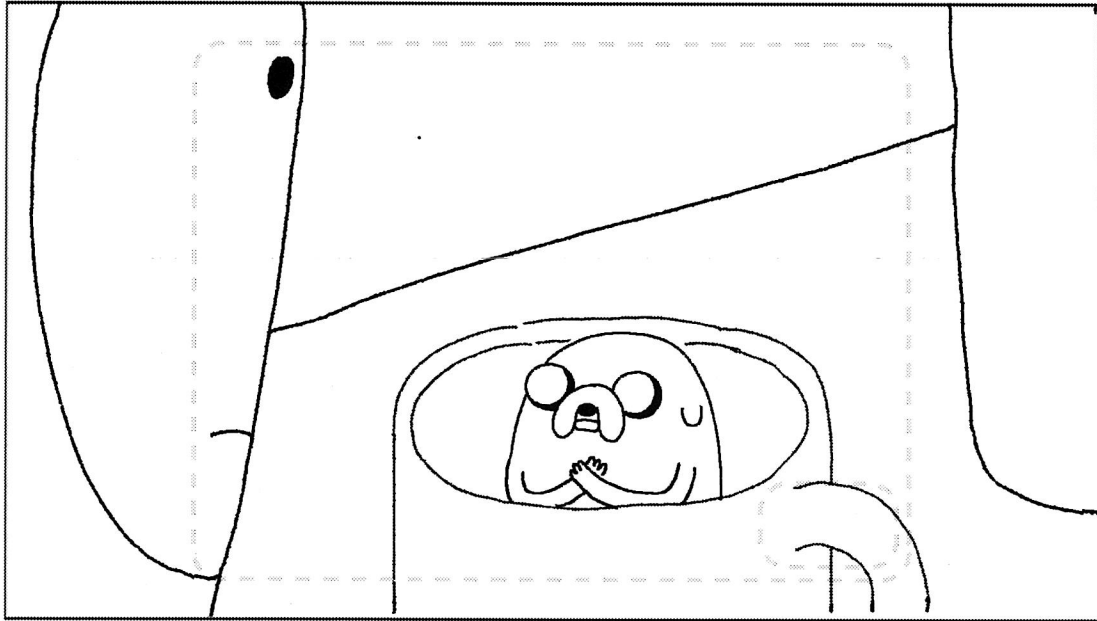
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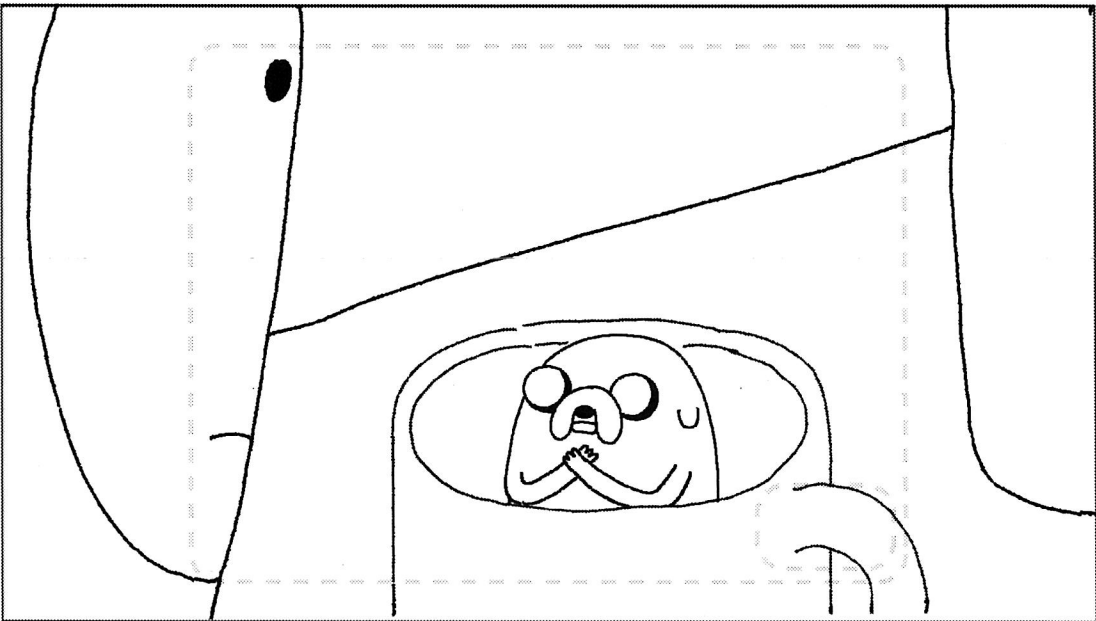
ADVENTURE TIME



Sc. 69 Pnl. D Bg. day night



Sc. 69 Pnl. E Bg. day night



<p>Dialog:</p> <p>Q/CONT THEY MAKE ME FEEL LIKE I'M GOING TO GET OLD ONE DAY TOO.</p>		<p>Q/CONT I'M JUST GOING TO STAY IN THIS CUP FOR A BIT. I'LL BE OUT LATER.</p>	
<p>Action:</p>			
<p>Timing:</p>			

1034-224

EPISODE #

Production :

ADVENTURE TIME

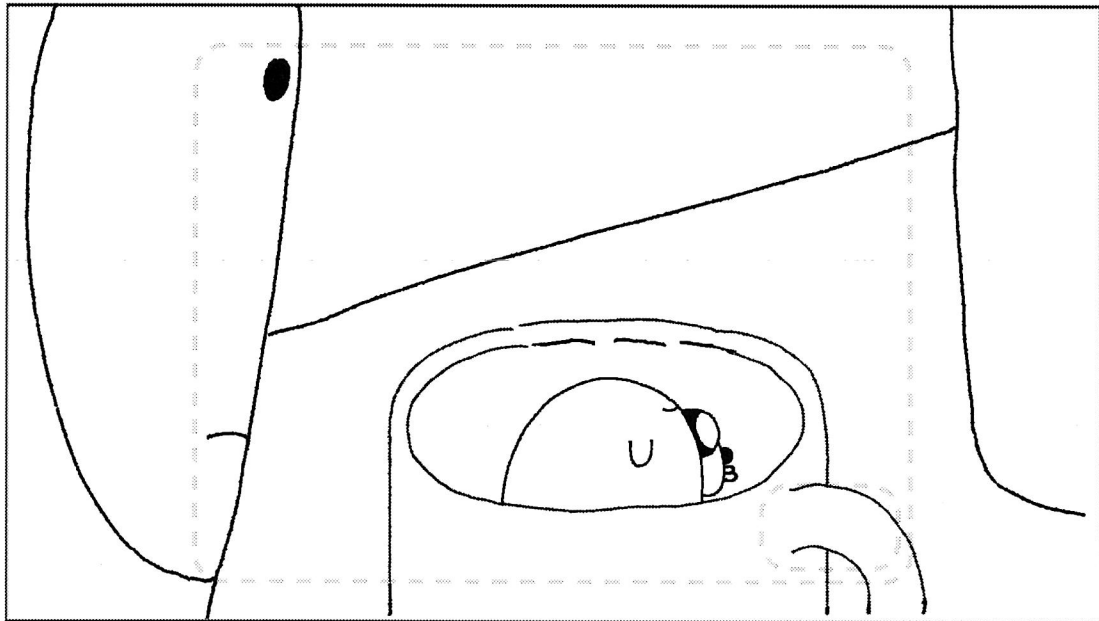


Sc. 69

Pnl. F

Bg.

day night

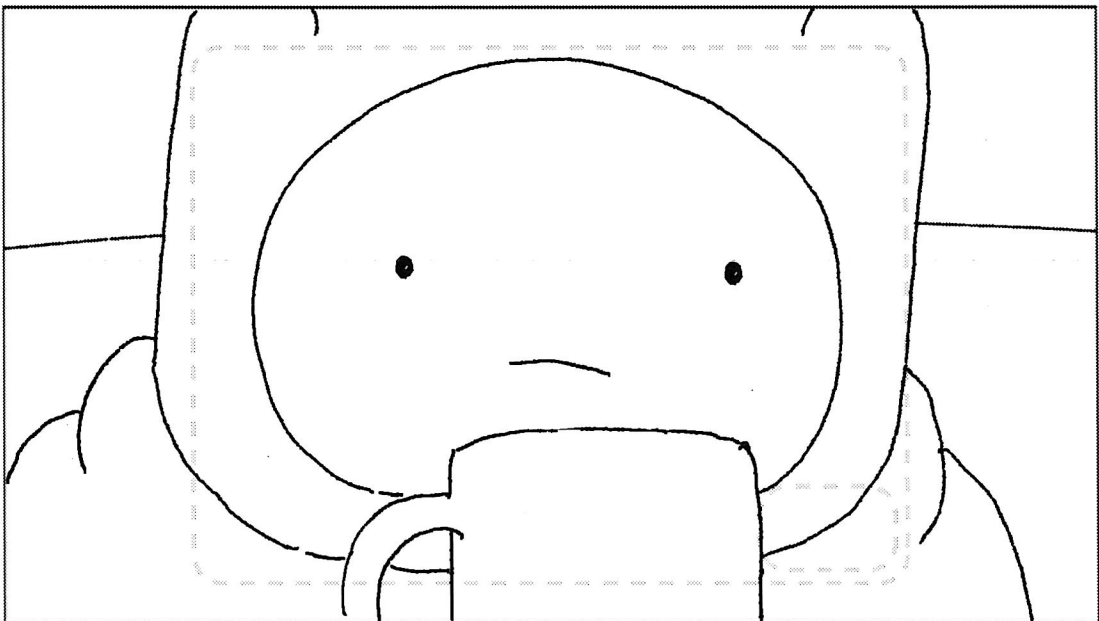


Sc. 70

Pnl. A

Bg.

day night



Dialog:

Action:

Timing:

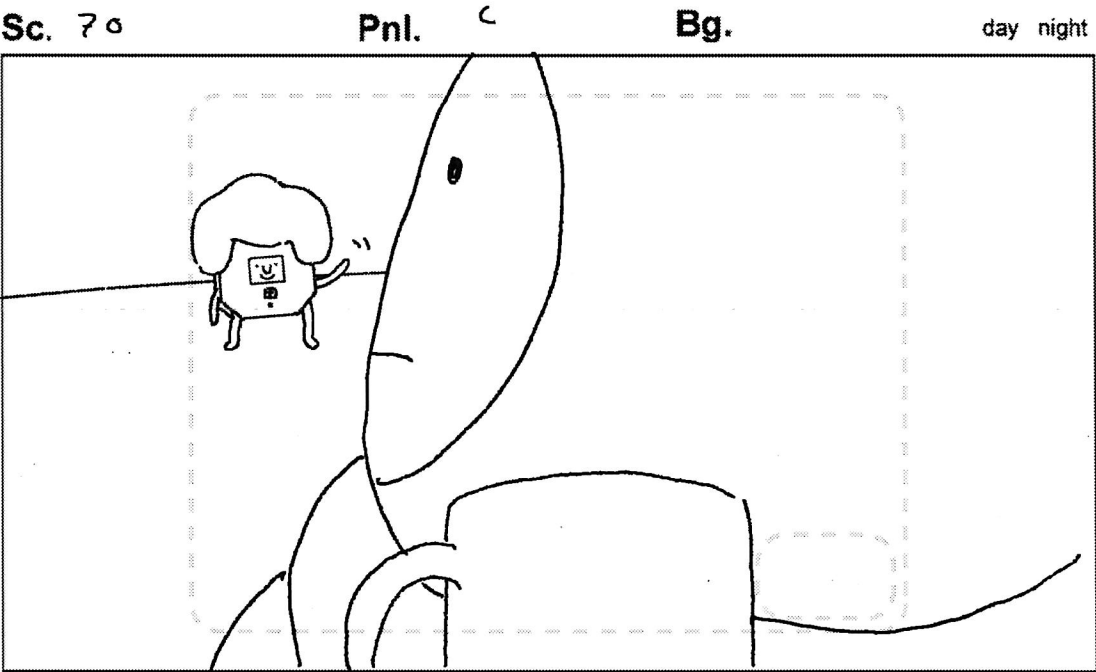
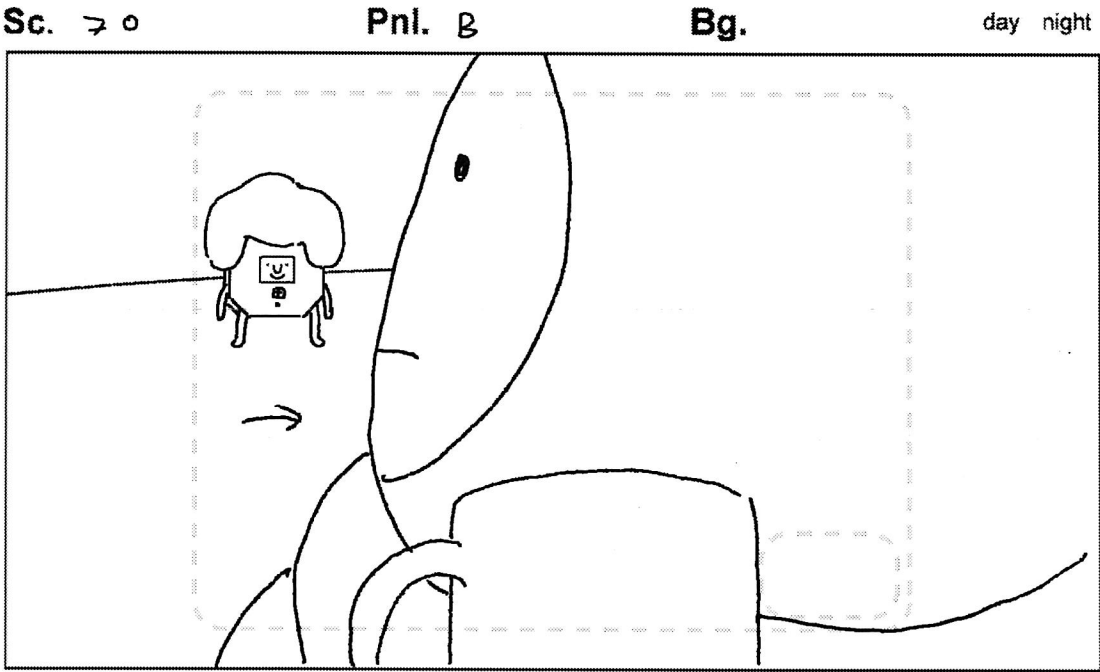
1034-224

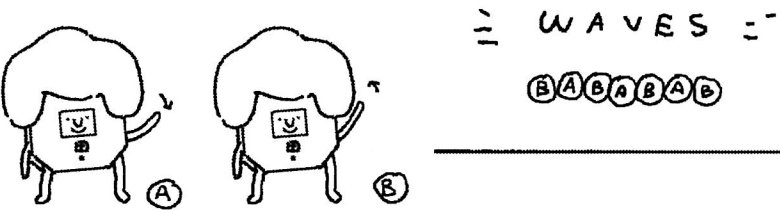
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ADVENTURE TIME



Dialog:	
Action:	
Timing:	

1034-224

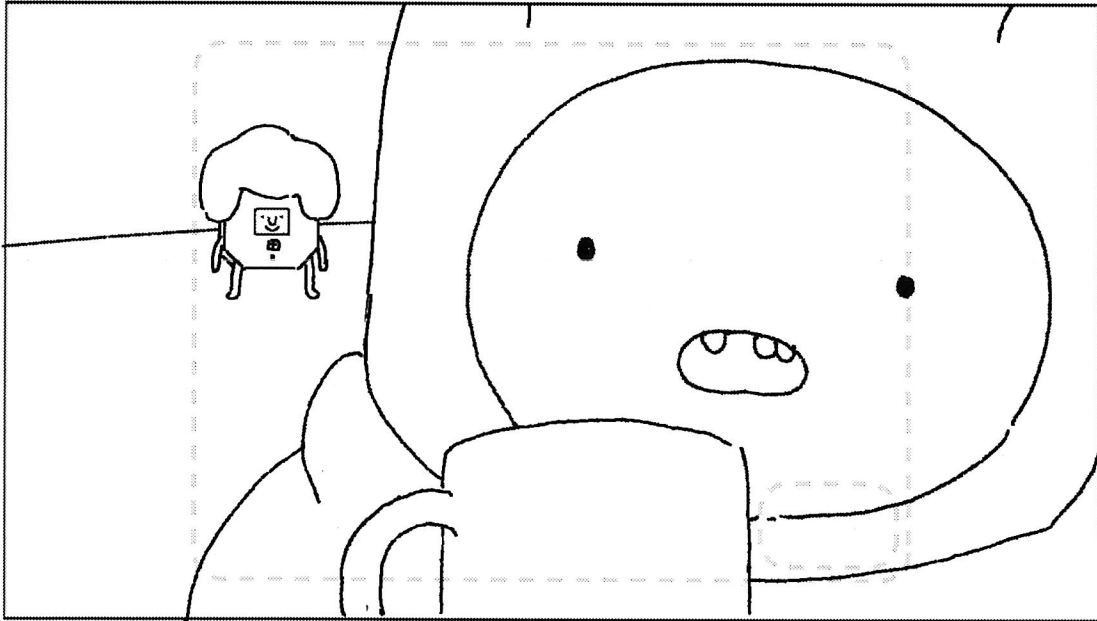
EPISODE #

Production :

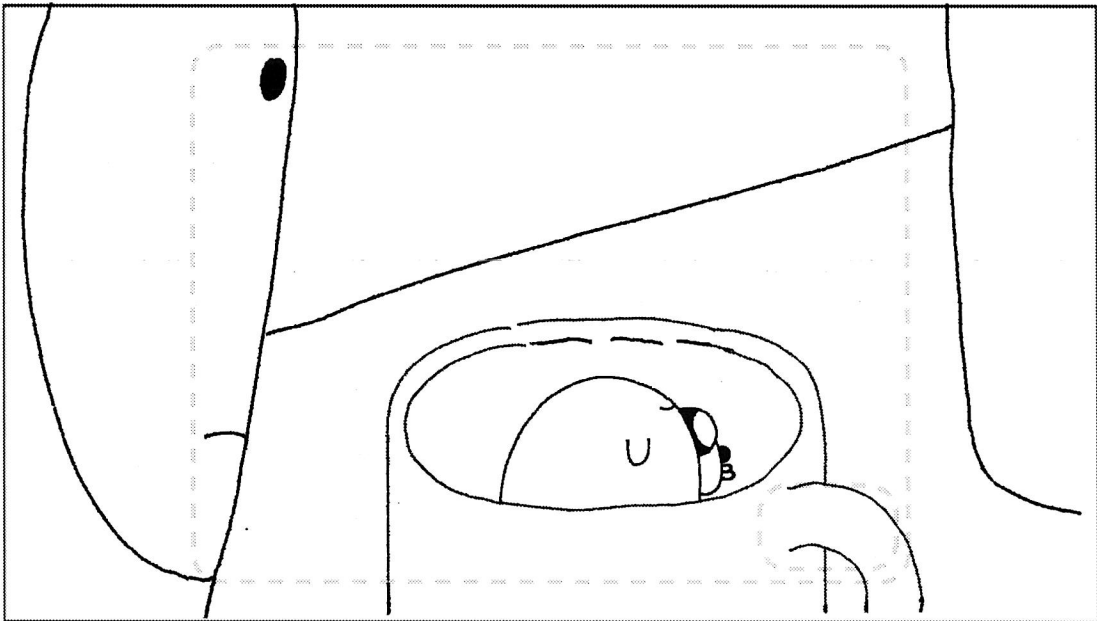
ADVENTURE TIME



Sc. 70 Pnl. A Bg. day night



Sc. 71 Pnl. Bg. day night



Dialog:	YOU CAN'T DO THAT, IT'S RUDE. AND WHAT ABOUT	① YEAH BUT SHE LISTENS TO MUSIC. MOE PROBABLY ONLY, LIKE, LISTENS TO THE SOUND OF THE
Action:	PRINCESS BUBBLEGUM? SHE'S WAY OLD AND YOU LIKE	EARTH DECAYING.
Timing:	HER.	

1034-224
EPISODE #
Production :

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ADVENTURE TIME

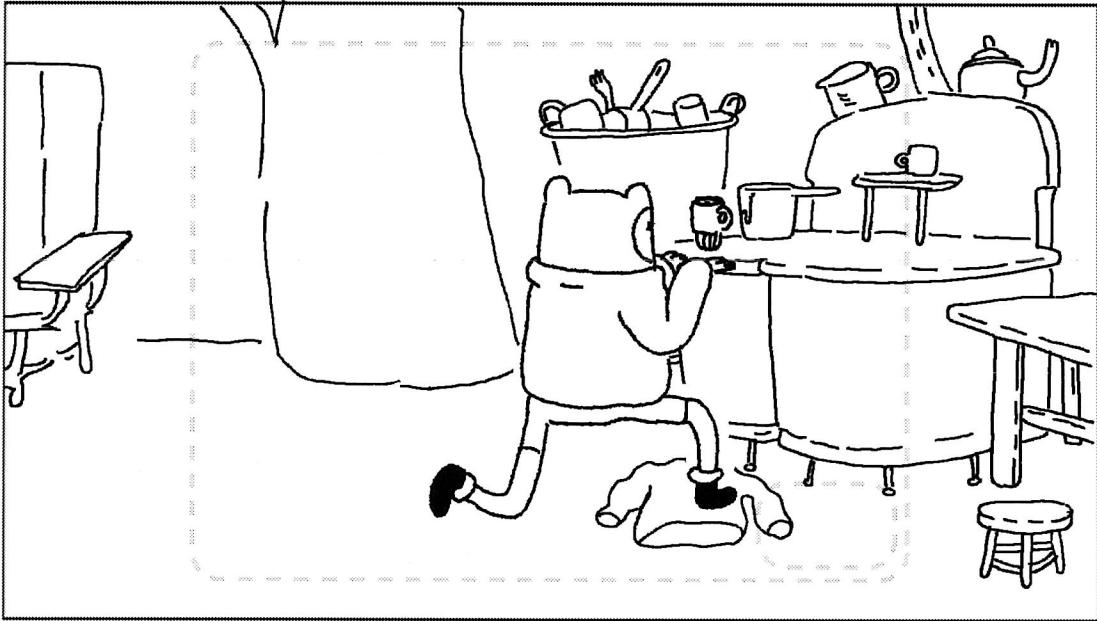


Sc. 72

Pnl. A

Bg.

day night

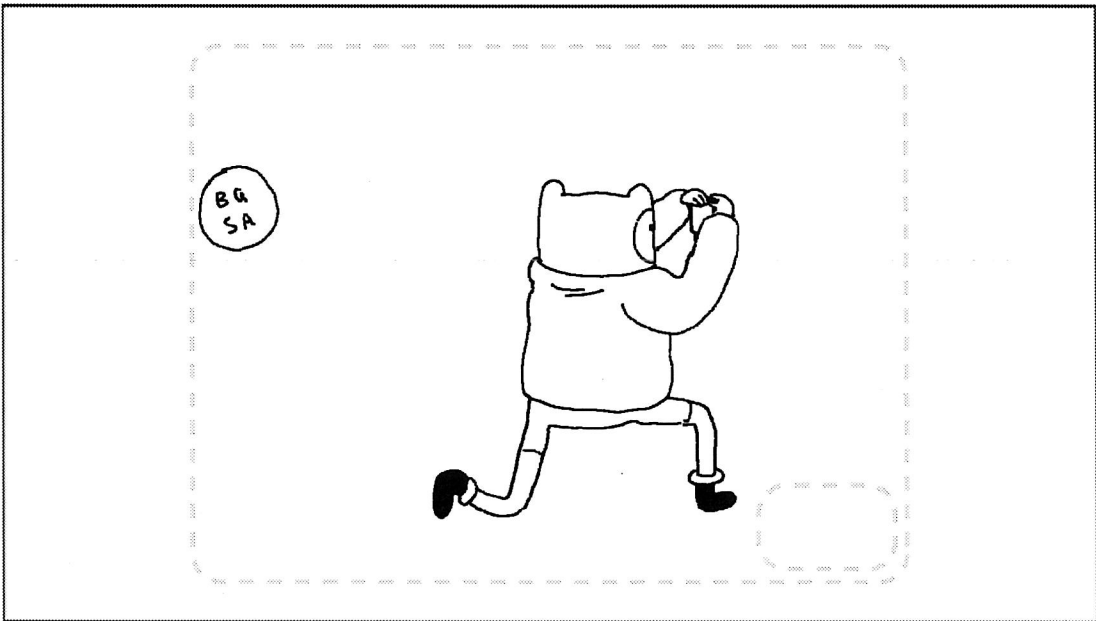


Sc. 72

Pnl. B

Bg.

day night



Dialog:

F/ COME ON, YOU'RE
BEING WEIRD.

Action:

Timing:

1034-224

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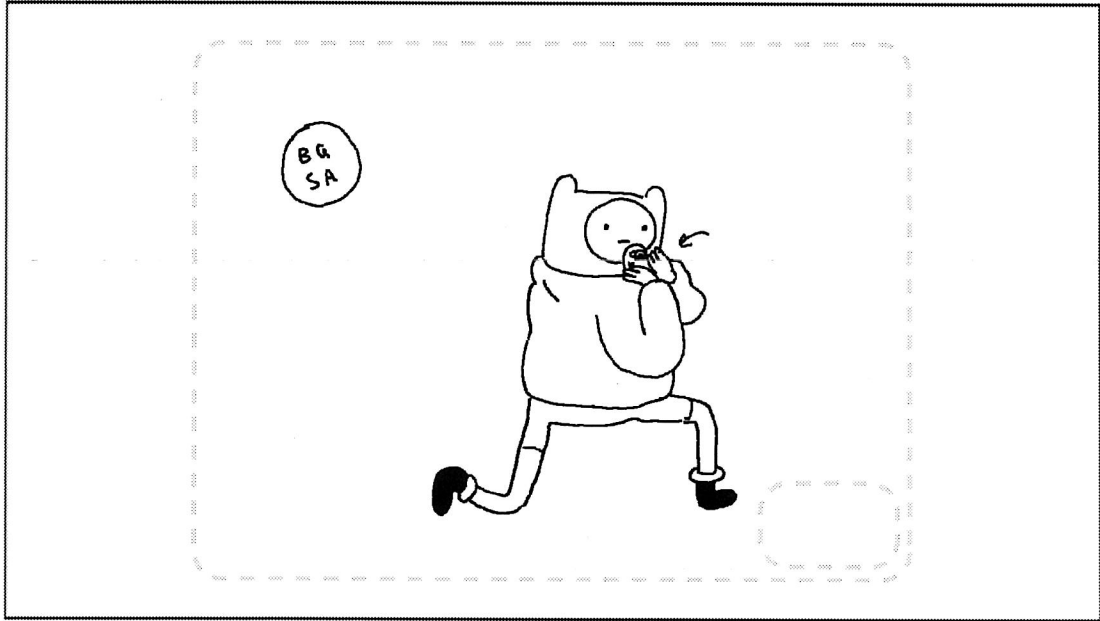


Sc. 72

Pnl. c

Bg.

day night

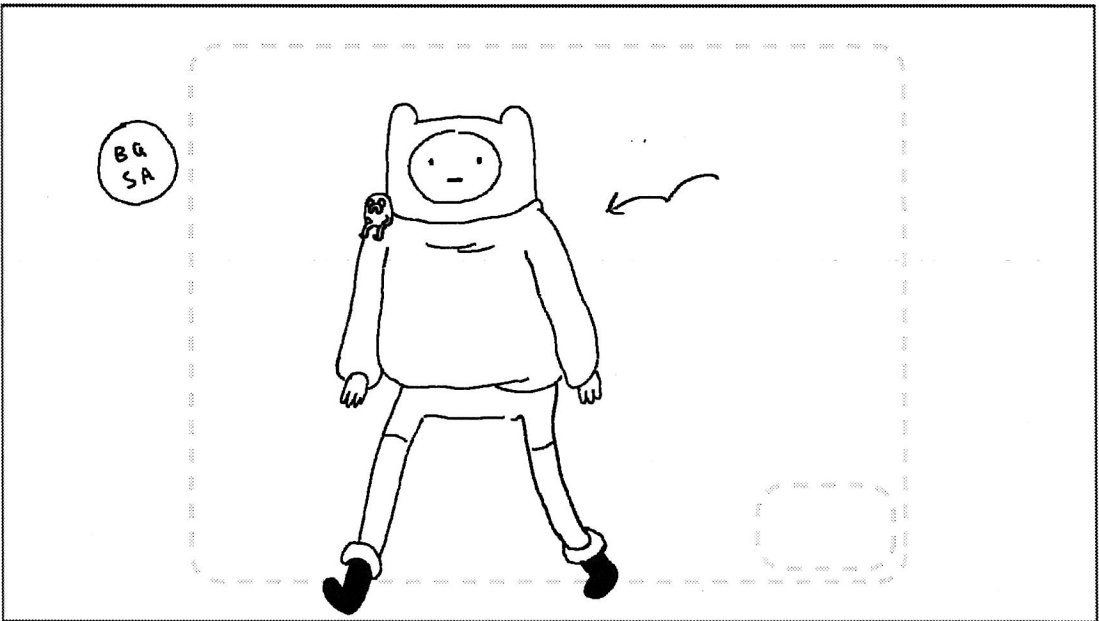


Sc. 72

Pnl. D

Bg.

day night



Dialog:

Action:

Timing:

EPISODE #

Production :

1034-224

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ADVENTURE TIME

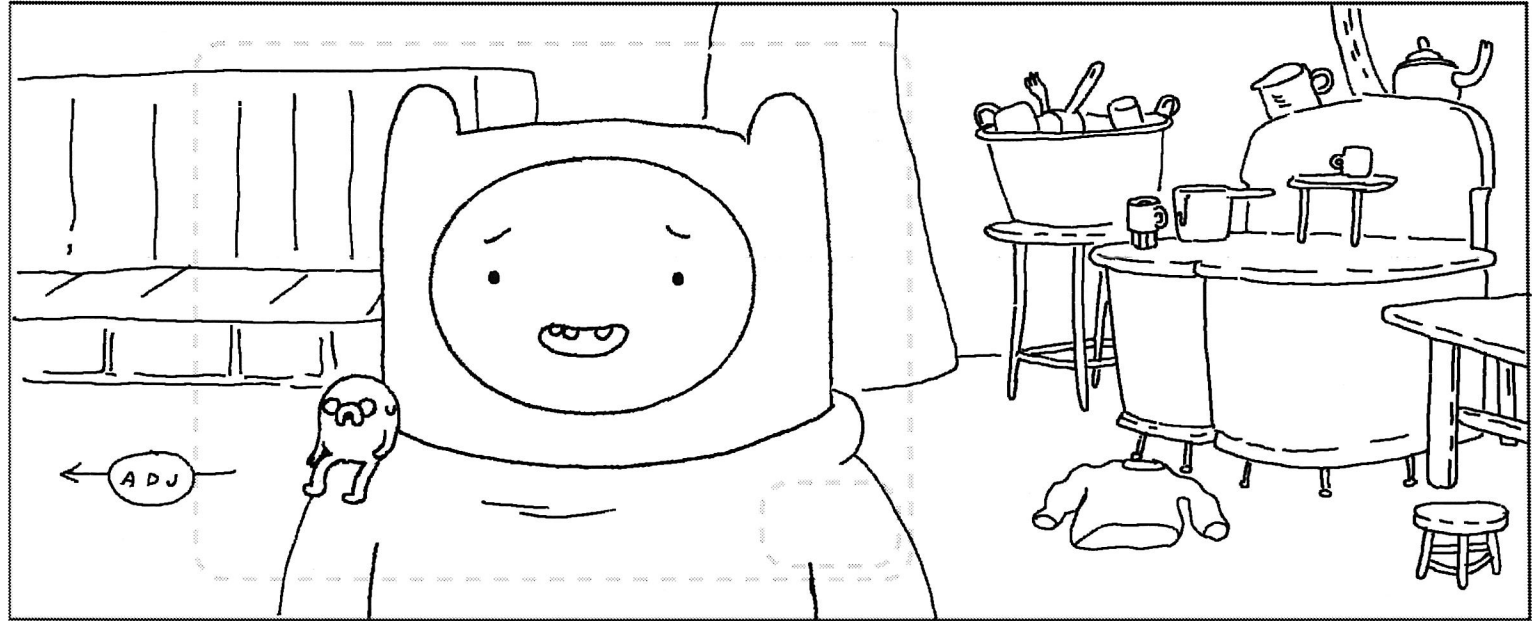


Sc. 72

Pnl. E

Bg.

day night



Dialog:

(F) / HEY,
SORRY ABOUT THAT, MOE.

Action:

Timing:

EPISODE #

1034-224

Production :

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ADVENTURE TIME



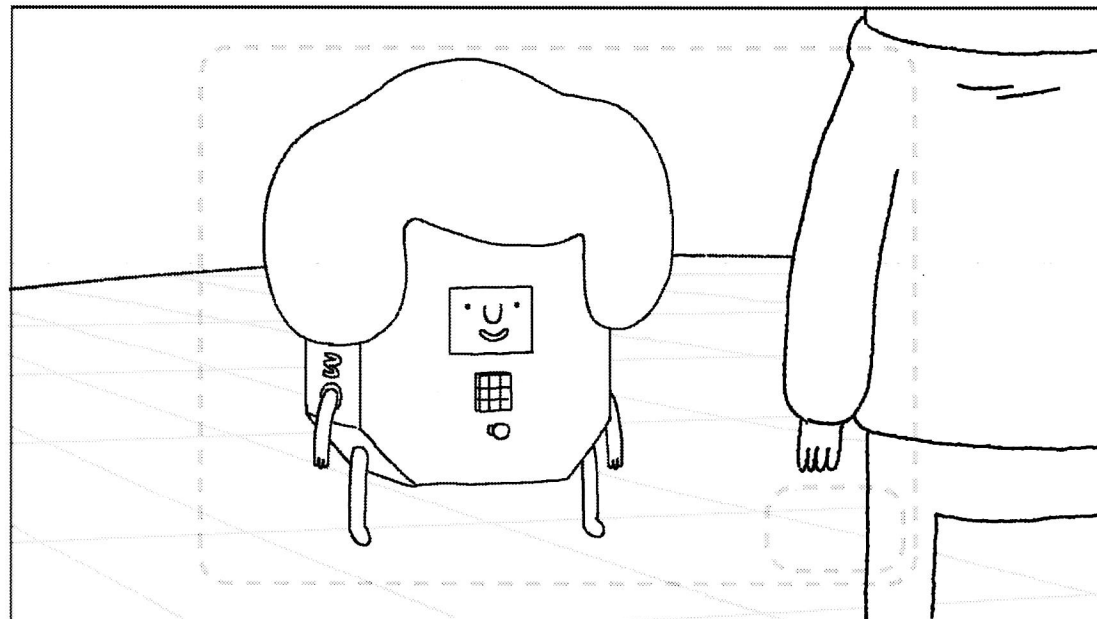
Page 8 S

Sc. 73

Pnl. A

Bg.

day night

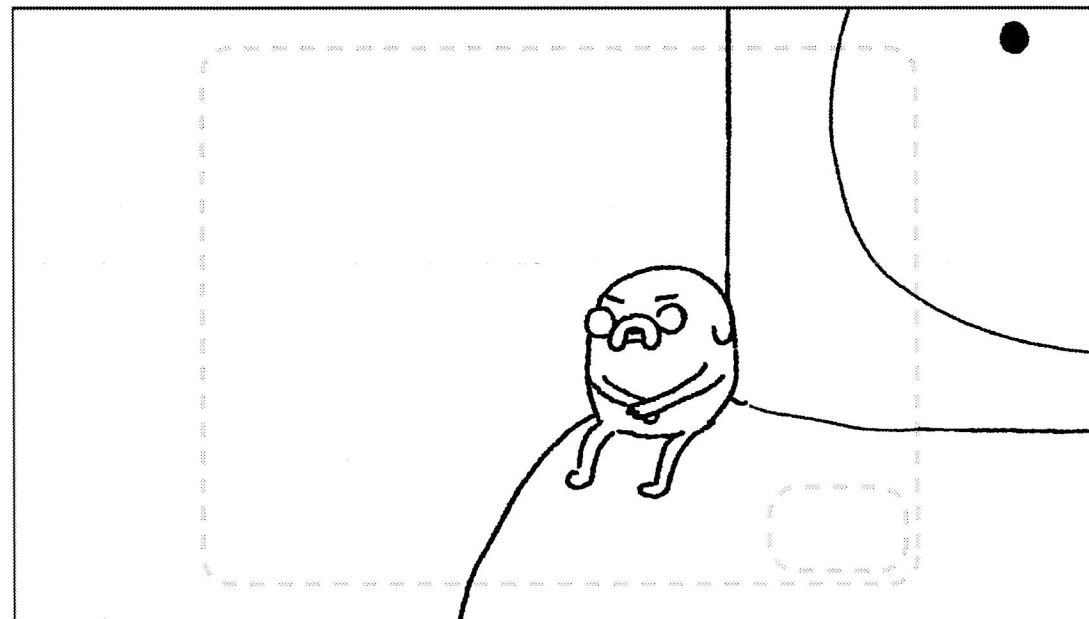


Sc. 74

Pnl. A

Bg.

day night



Dialog:

BOYS , I KNOW THIS NEW AND
DIFFERENT. I AM NOT BMO , BUT
I WILL DO MY BEST TO BE YOUR
FRIEND .

THIS IS THE DAYBREAK
OF OUR LIVES -

Action:

Timing:

1034-224

EPISODE #

Production :

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ADVENTURE TIME

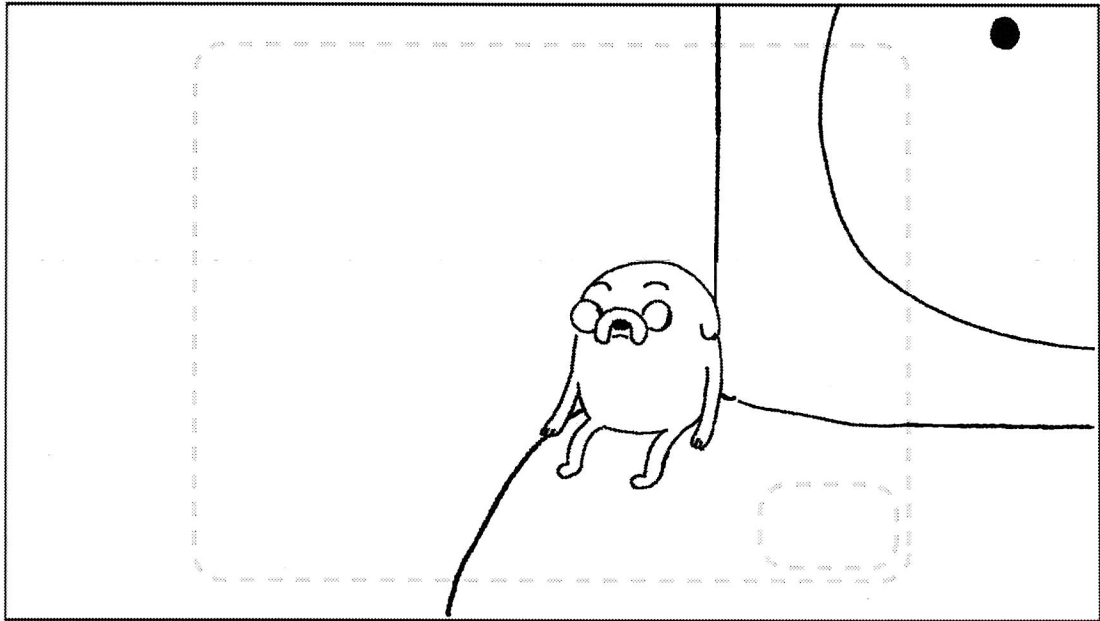


Sc. 74

Pnl. B

Bg.

day night

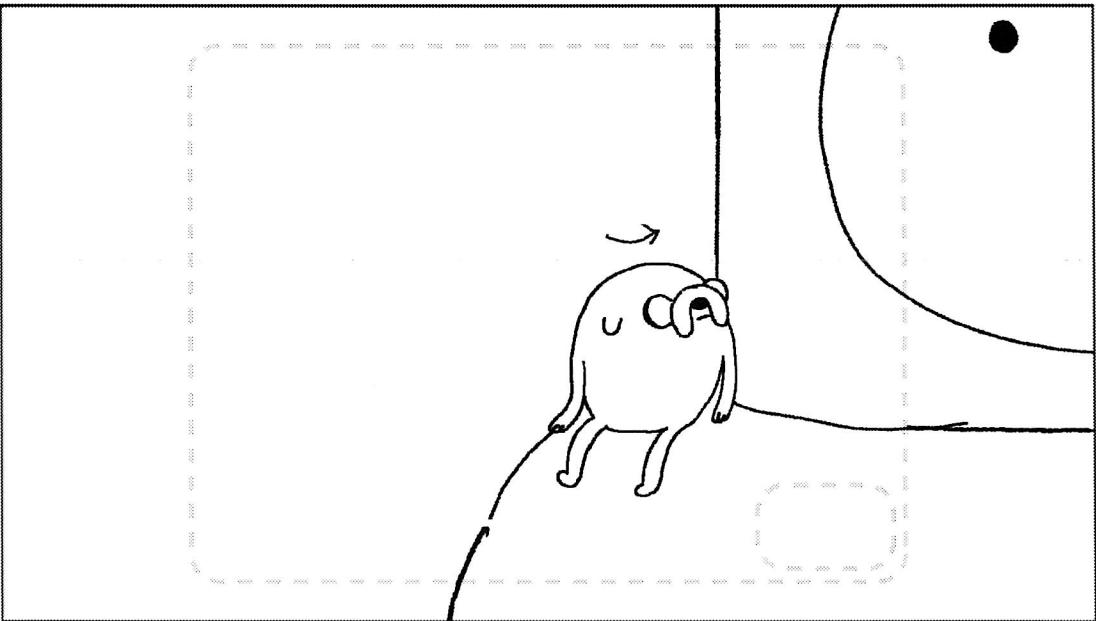


Sc. 74

Pnl. C

Bg.

day night



Dialog:

(M) (CONT) AND WE HAVE ALL THE TIME IN THE WORLD TO LEARN

Action:

Timing:

1034-224

EPISODE #

Production :

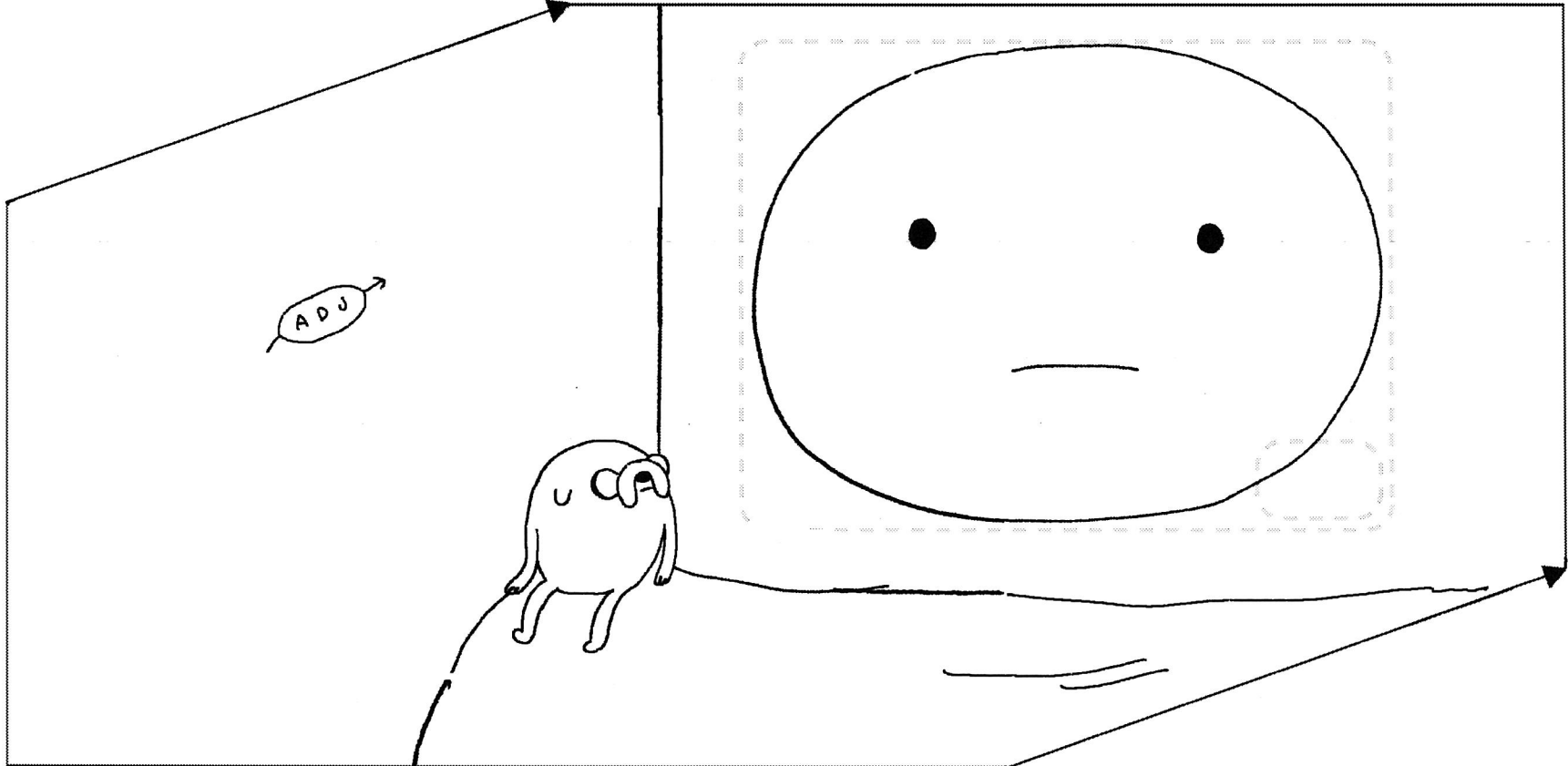
ADVENTURE TIME



Sc. 74

Pnl. D

Bg.



Dialog: (M)
(CONT) ABOUT EACH
OTHER.

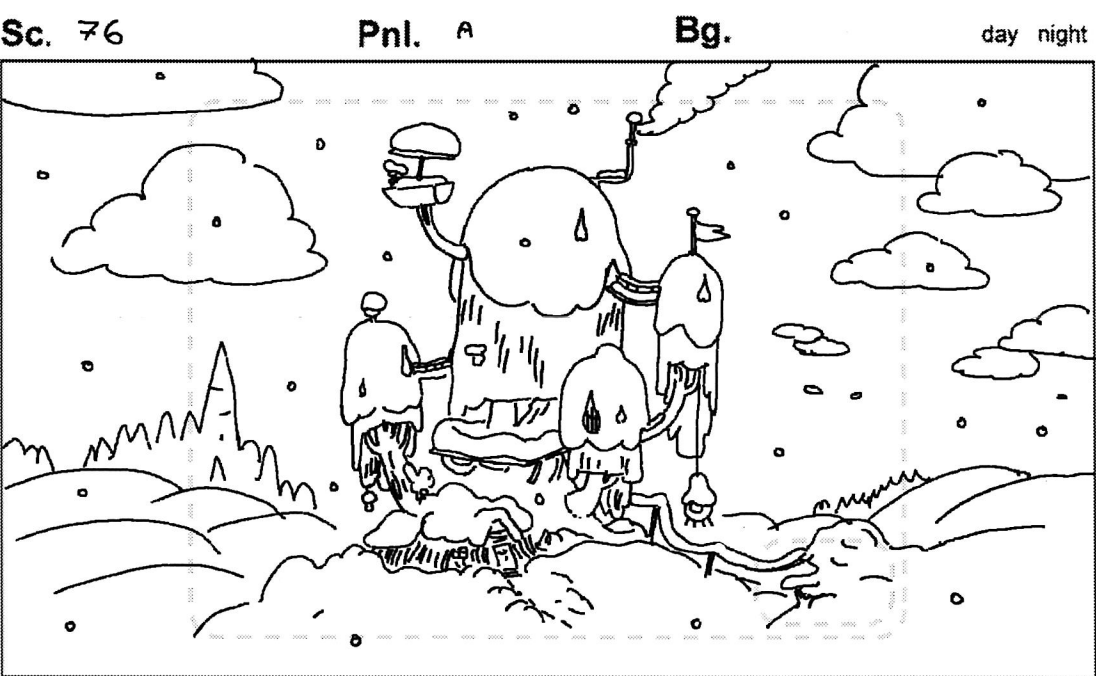
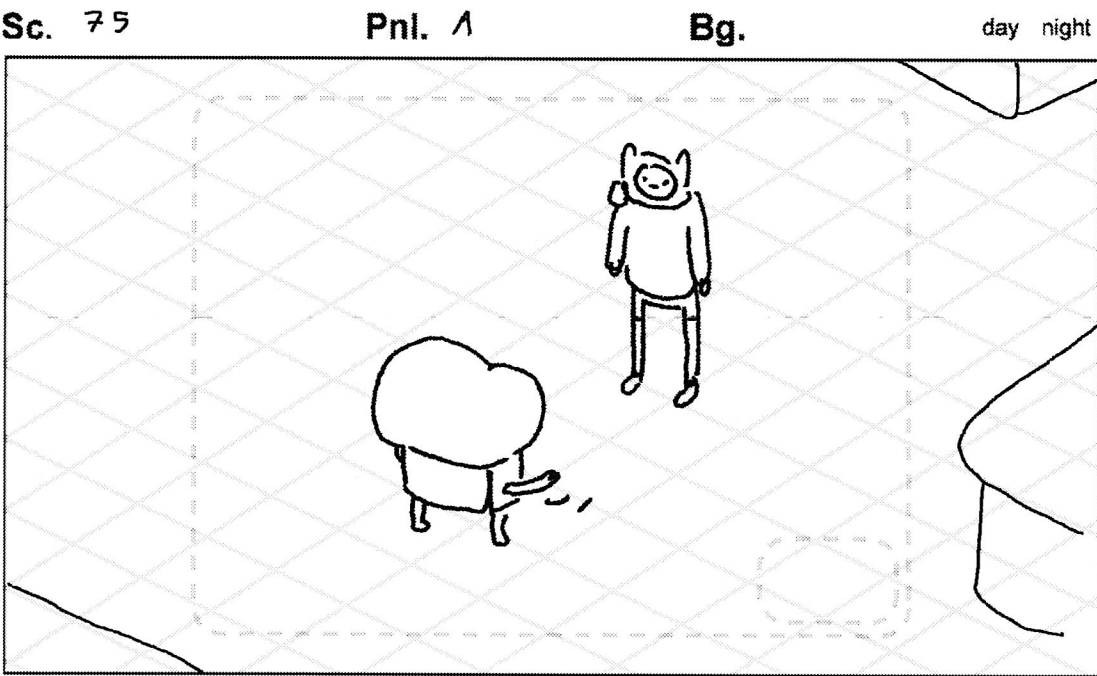
Action:

Timing:

1034-224
EPISODE #
Production :

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ADVENTURE TIME



Dialog:
(M) FOR NOW I WILL BE YOUR LITTLE (CONT). ROBOT AND WE'LL HAVE A GOOD TIME.
Action:
Timing:

1034-224

EPISODE #

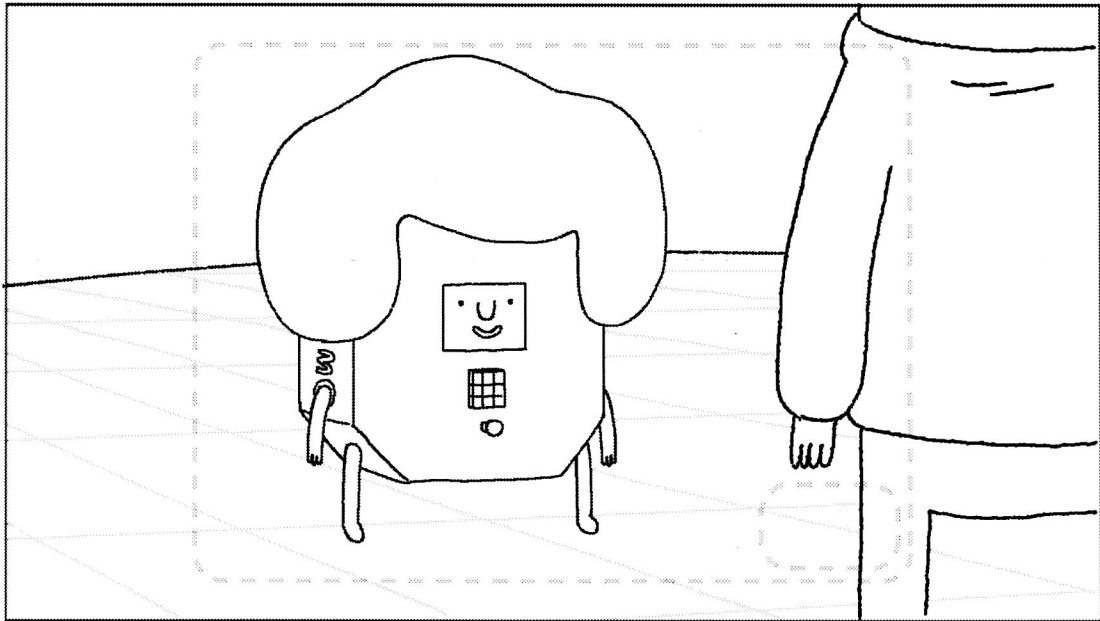
Production :

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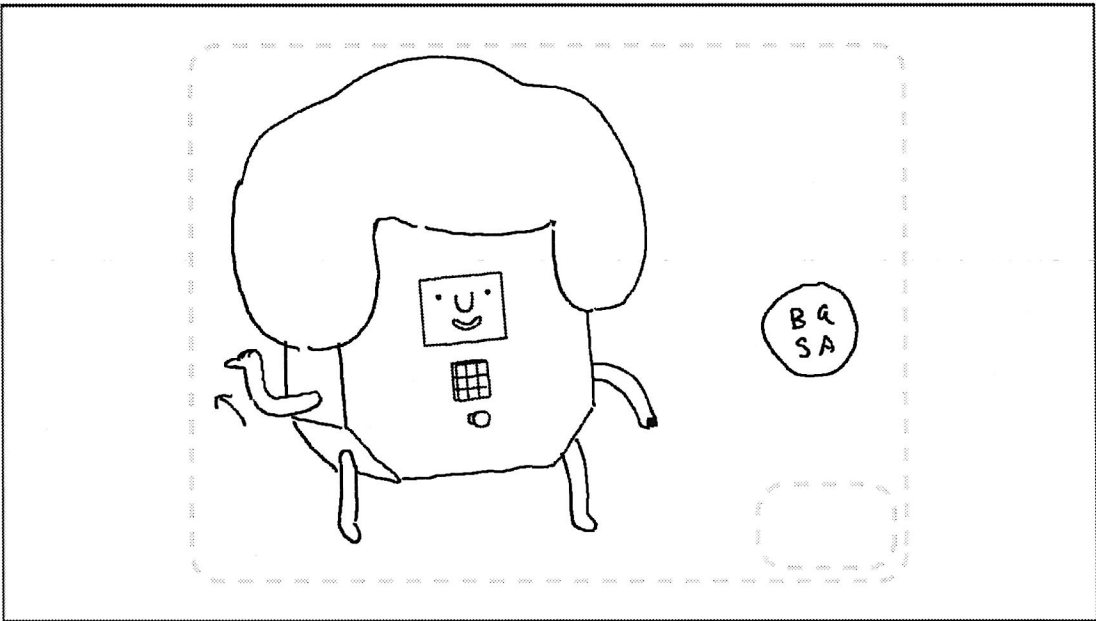
ADVENTURE TIME



Sc. 77 Pnl. A Bg. day night



Sc. 77 Pnl. B Bg. day night



Dialog:	(M) FOR NOW THOUGH, LET'S (CONT) GET OUT THERE
Action:	
Timing:	

1034-224
EPISODE #
Production :

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ADVENTURE TIME

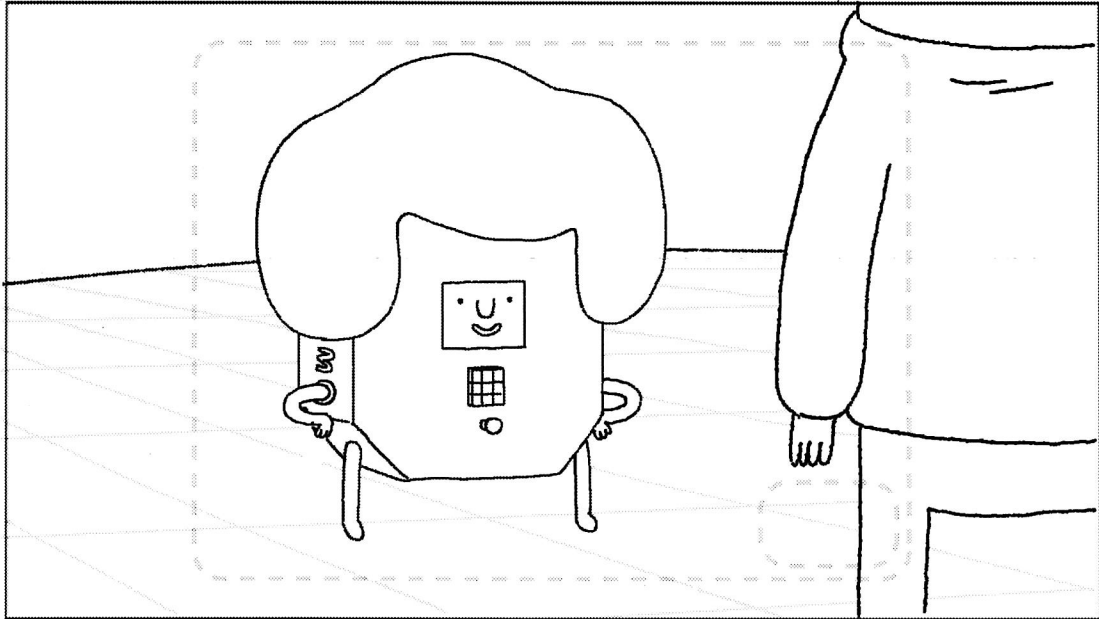


Sc. 77

Pnl. C

Bg.

day night

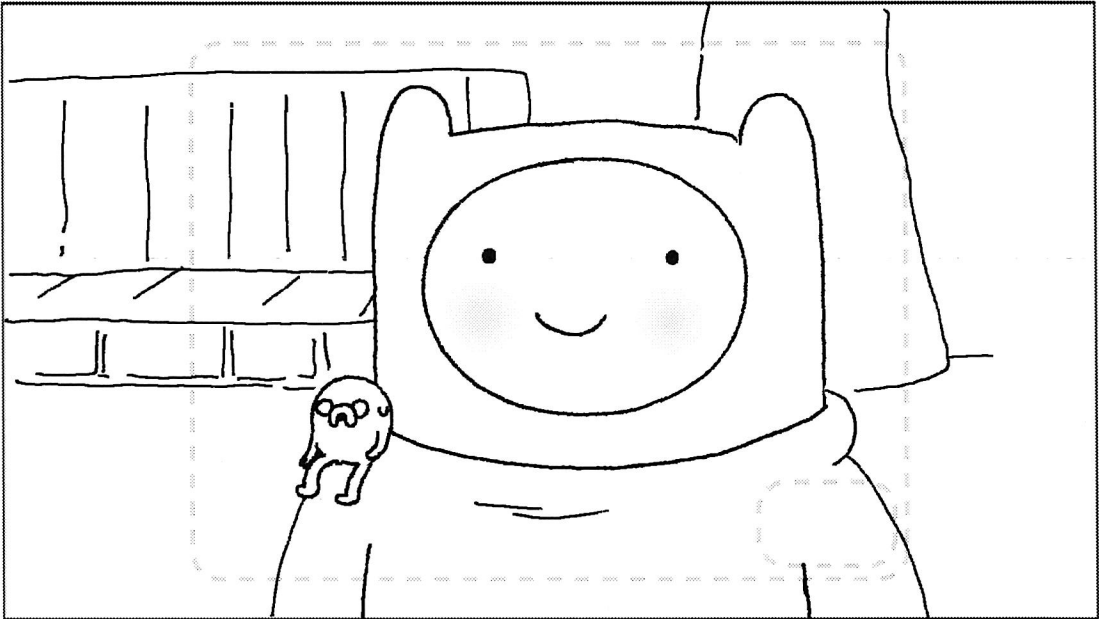


Sc. 78

Pnl. A

Bg.

day night



Dialog:

M/ (CONT) AND HAVE SOME FUN.

Action:

Timing:

1034-224

EPISODE #

Production :

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ADVENTURE TIME

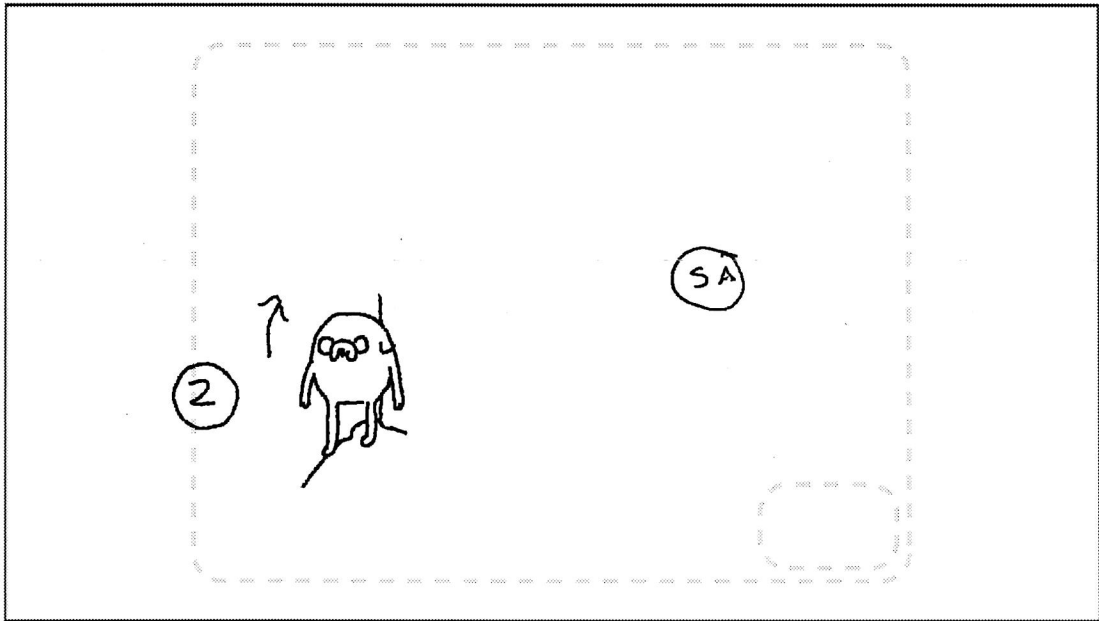


Sc. 7 8

Pnl. B

Bg.

day night

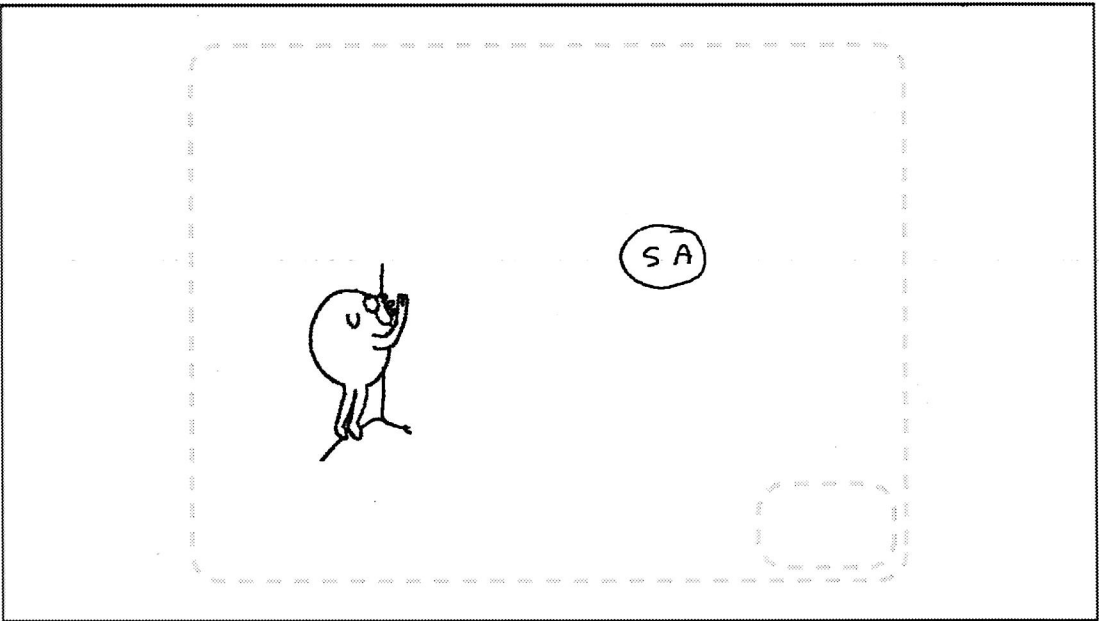


Sc. 7 8

Pnl. C

Bg.

day night



Dialog:

(LOUD WHISPER)
J I THINK I'M FEELING
BETTER NOW!

Action:



Timing:

1034-224

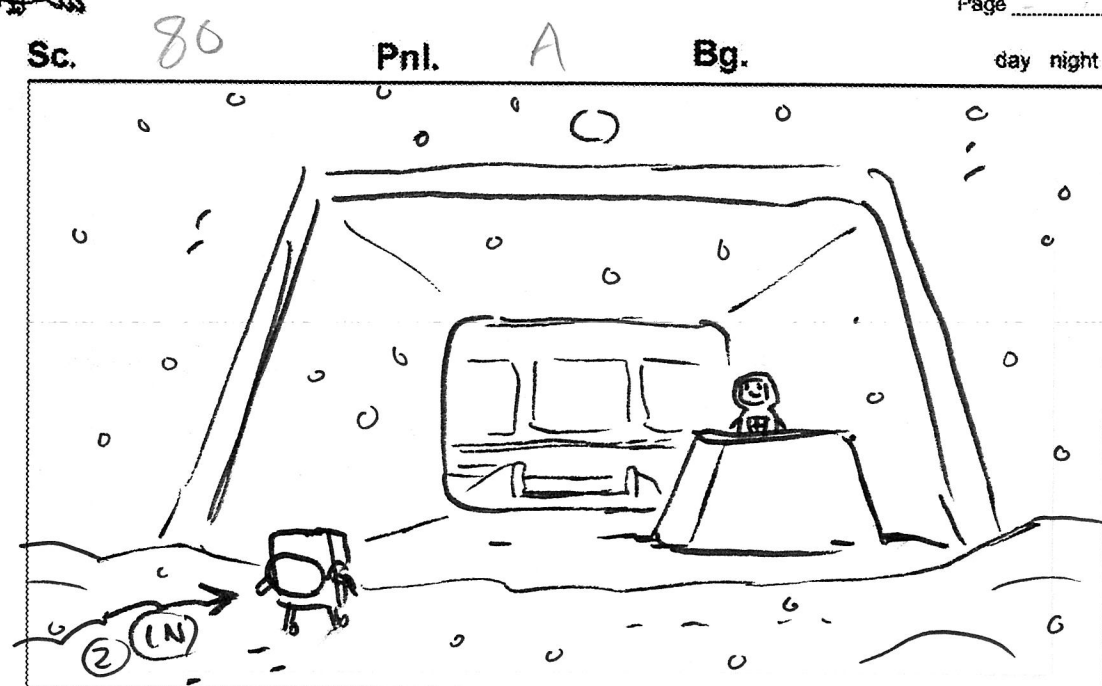
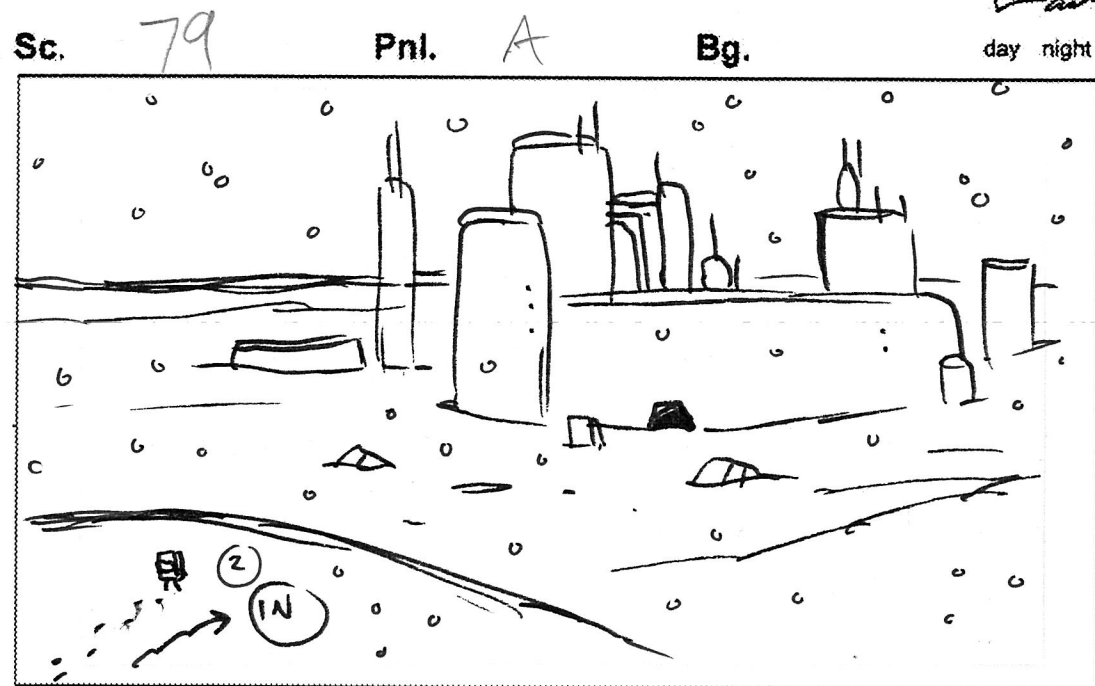
EPISODE #

Production :

ADVENTURE TIME



Page 92



Dialog:	<p>(DMO) OH! WOW, HEY! HELLO there BMO! (suspiciously over-the-top cheery)</p>	
Action:		
Timing:		

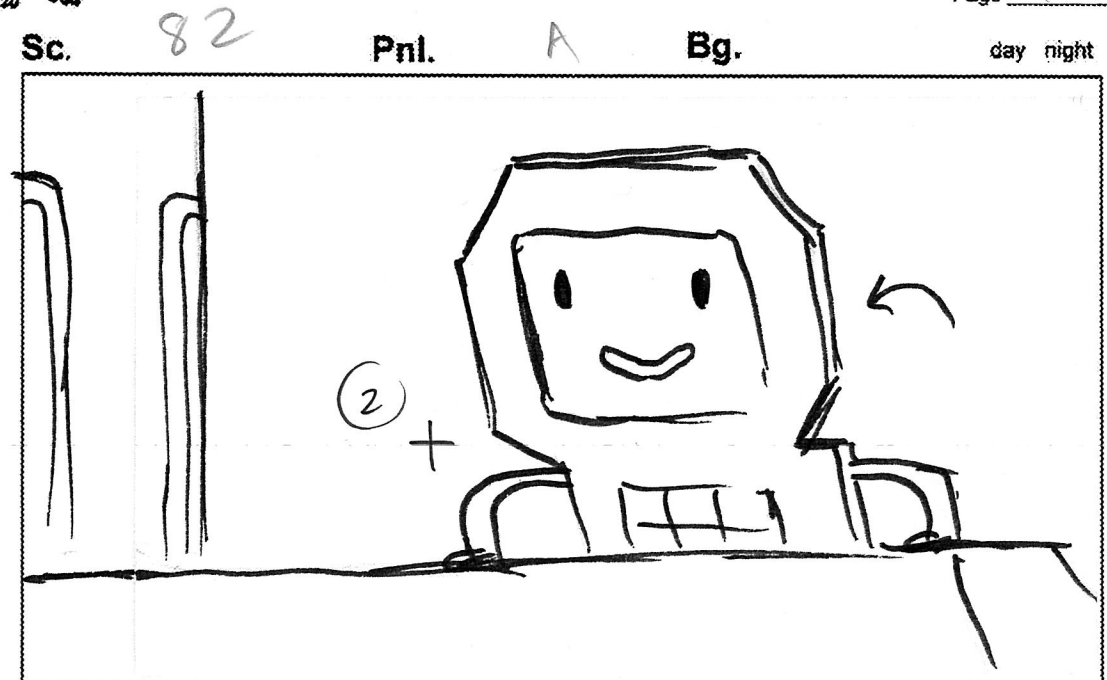
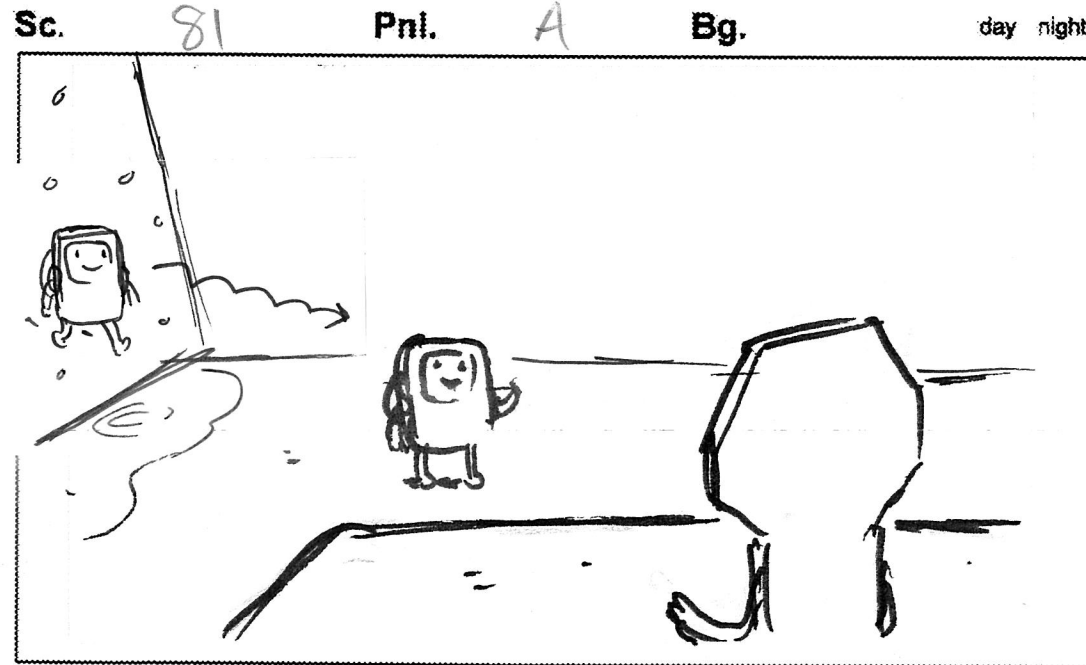
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EPISODE # 1034-224
Production :

ADVENTURE TIME



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Dialog:

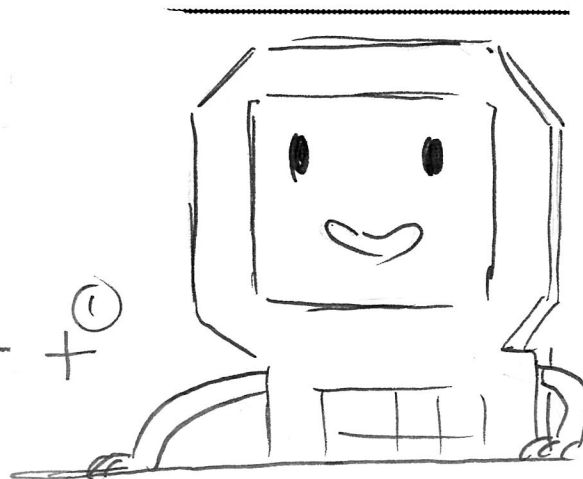
(BMO) Hello there DMO. I'm here on a birthday mission.

Action:

- BMO walks in and waves at DMO.

Timing:

(DMO) Yes yes - BMO -
(2) I know all about it!



1034-224

EPISODE #

Production :

ADVENTURE TIME



94

Sc.

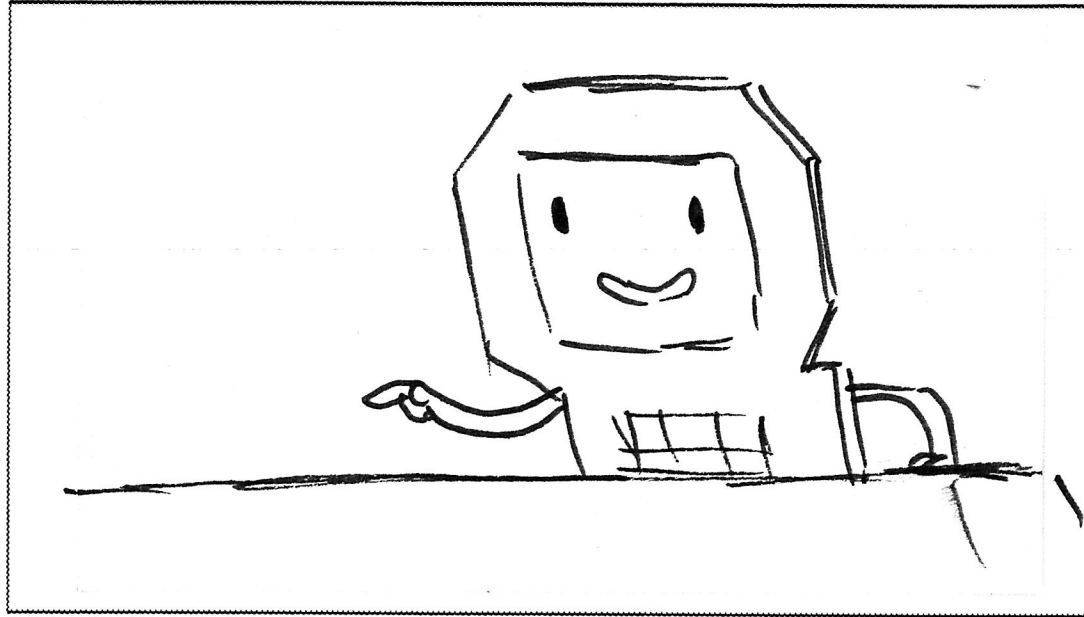
82

Pnl.

B

Bg.

day night



Sc.

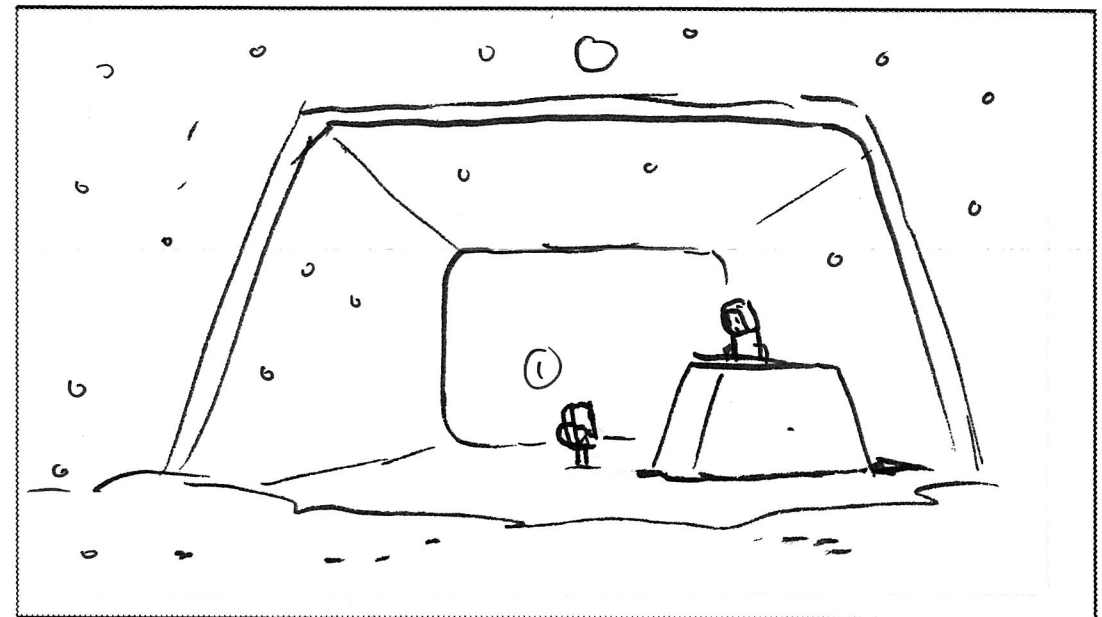
83

Pnl.

A

Bg.

day night



1034-224

EPISODE #

Production :

Dialog:

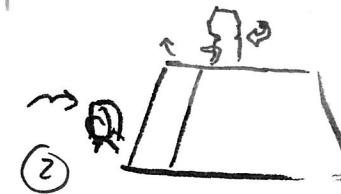
(DMO) Moe left
Special
instructions for
you.

Action:

- DMO points at X on
floor (offscreen)
- BMO walks toward it.

Timing:

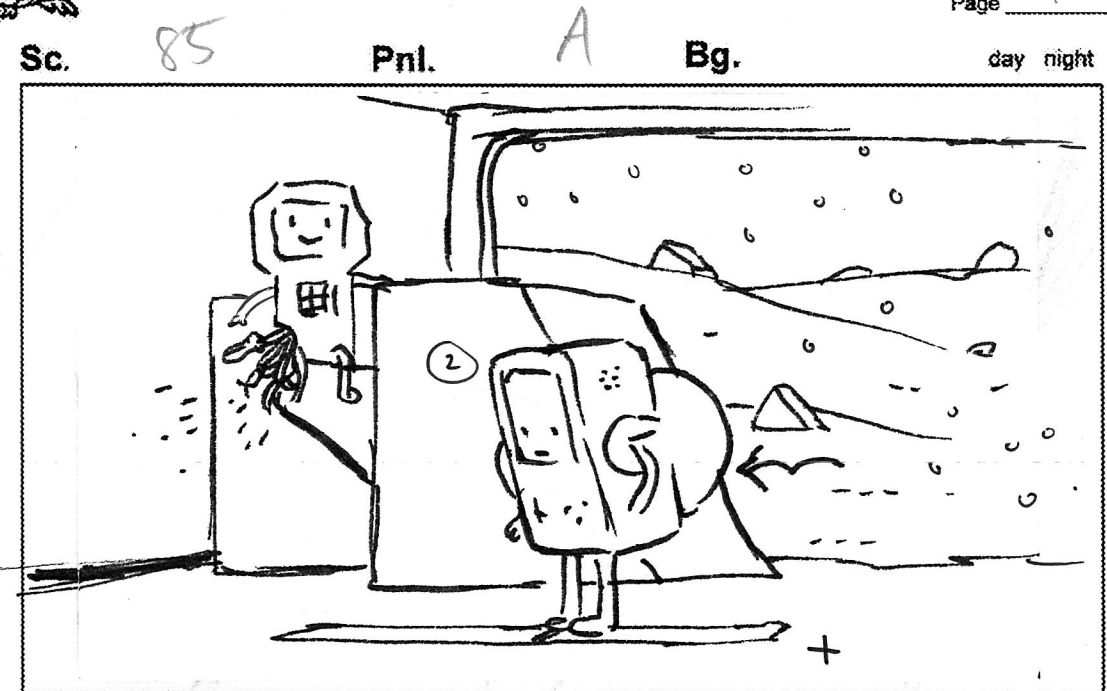
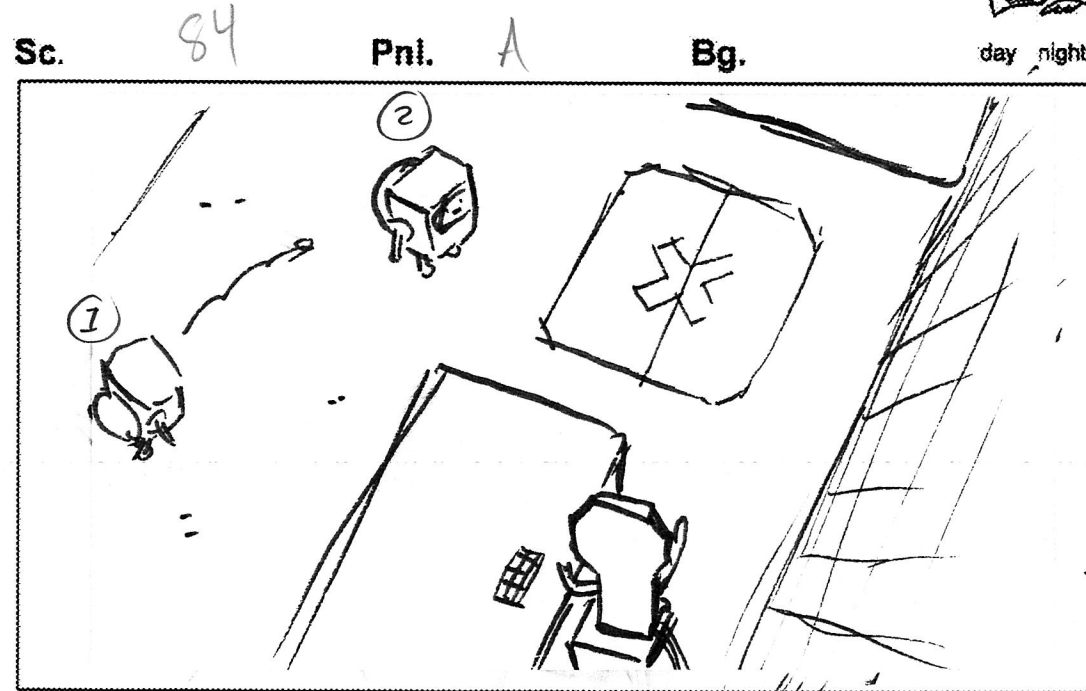
(DMO) He wants you
to stand on this
"X" over here.



ADVENTURE TIME



Page 95



Dialog:

BMO oh...okay..

Action:

- BMO walks up to "X".

- BMO walks onto "X"
- Sparks fly out of BMO.



Timing:

1034-224

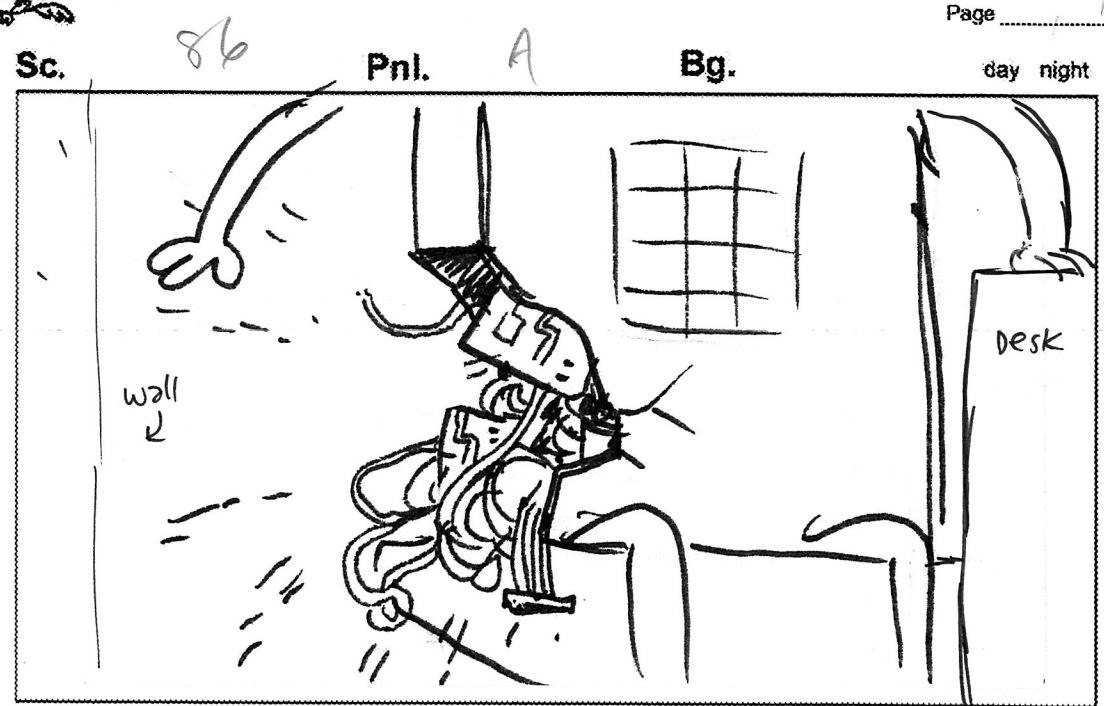
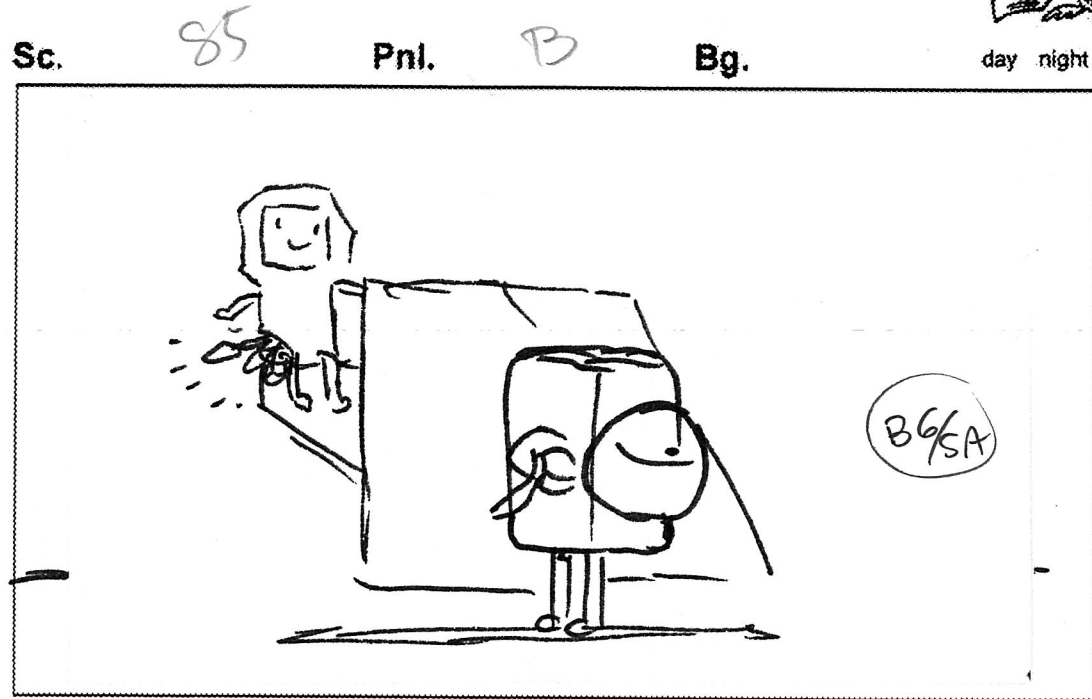
EPISODE #

Production :

ADVENTURE TIME



Page 96



Dialog:	<u>BMO: Like this?</u>	<u>BMO: DMG...</u>
Action:		
Timing:		

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EPISODE #

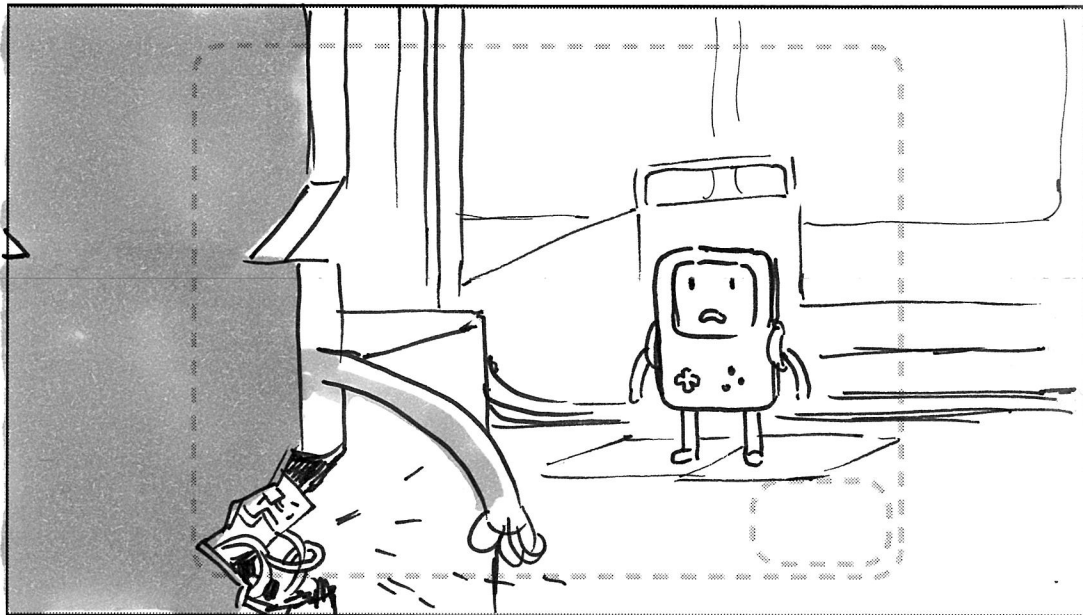
Production :

ADVENTURE TIME

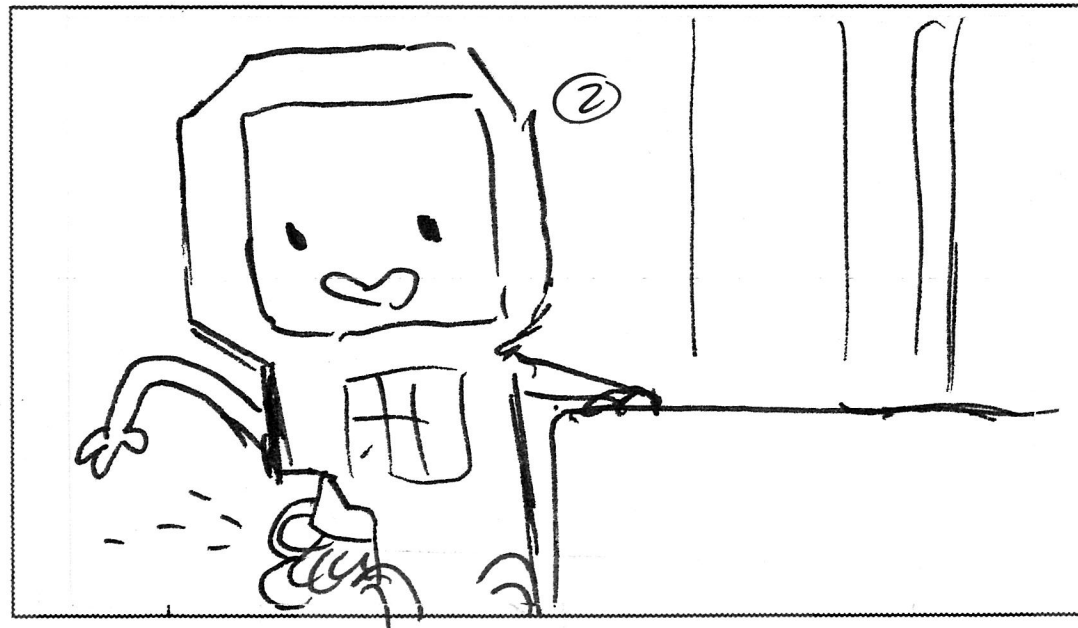


Page 97

Sc. 87 Pnl. A Bg. day night



Sc. 88 Pnl. A Bg. day night



Dialog:

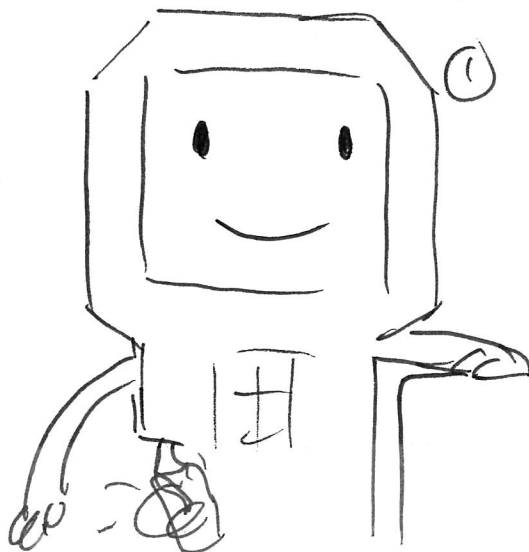
(BMO) → what happened?

Action:

Timing:

(DMO) Oh, this? *haha* -
it's nothing

- DMO looks down at his
broken body



1034-224

EPISODE #

Production :

ADVENTURE TIME



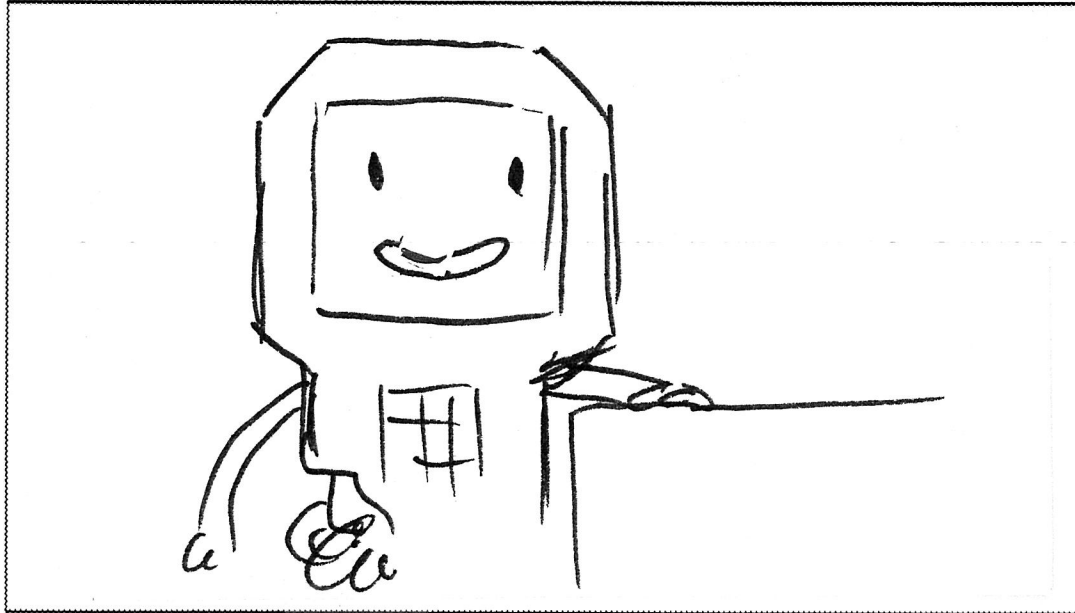
Page 98

Sc. 88

Pnl. B

Bg.

day night

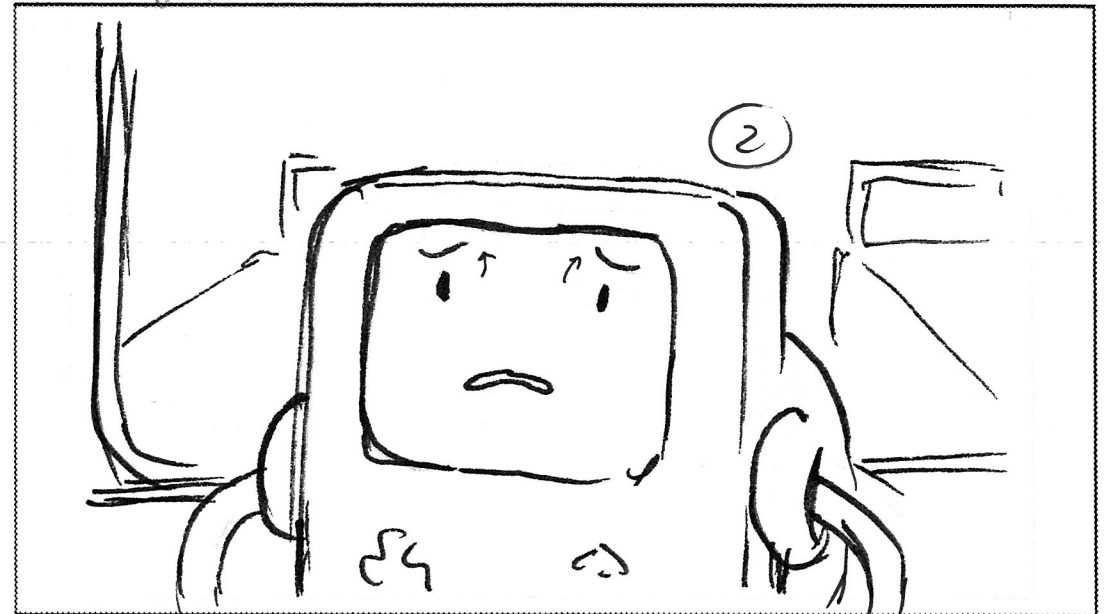


Sc. 89

Pnl. A

Bg.

day night



1034-224

EPISODE #

Production :

Dialog:

Dmo it's just whatever.

Action:

Timing:

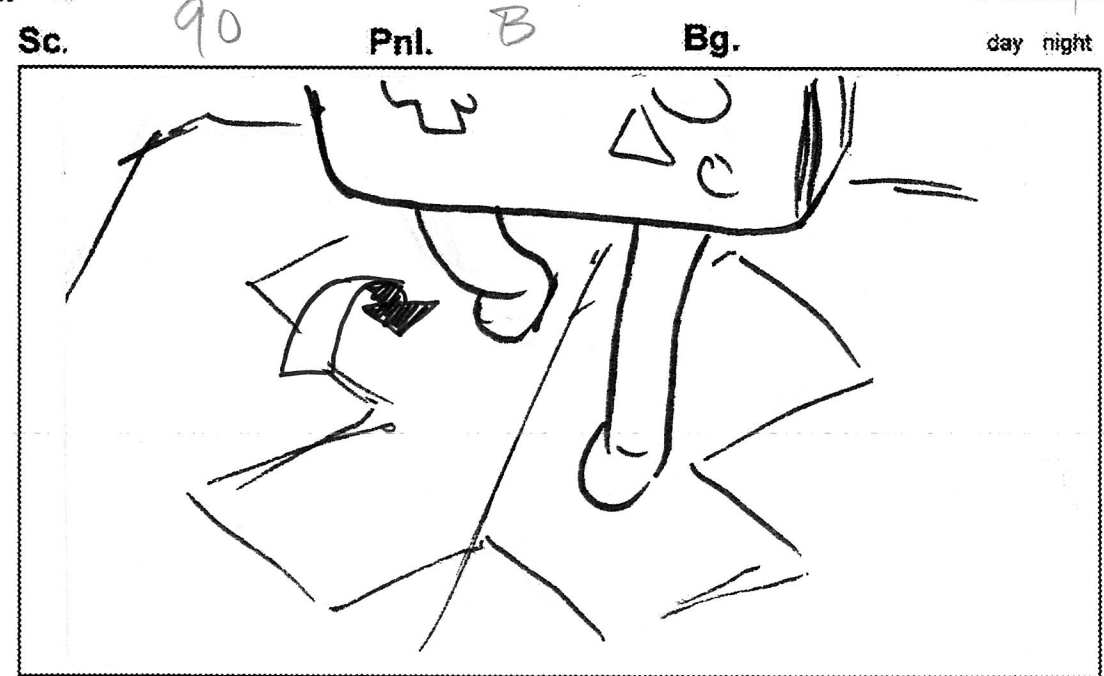
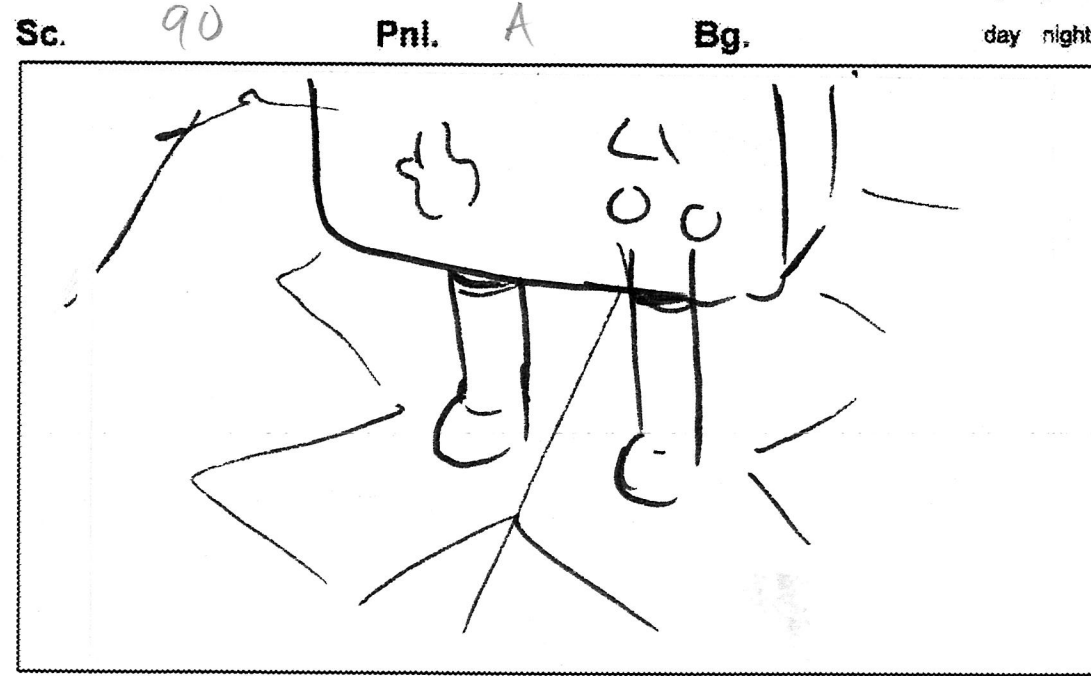
Bmo eh...



ADVENTURE TIME



Page 99
day night



Dialog:

Action:

Timing:

BMO I don't
know about
this DMO...

- BMO steps back, very
slowly/cautiously - like backing
away from Bear or Snake.

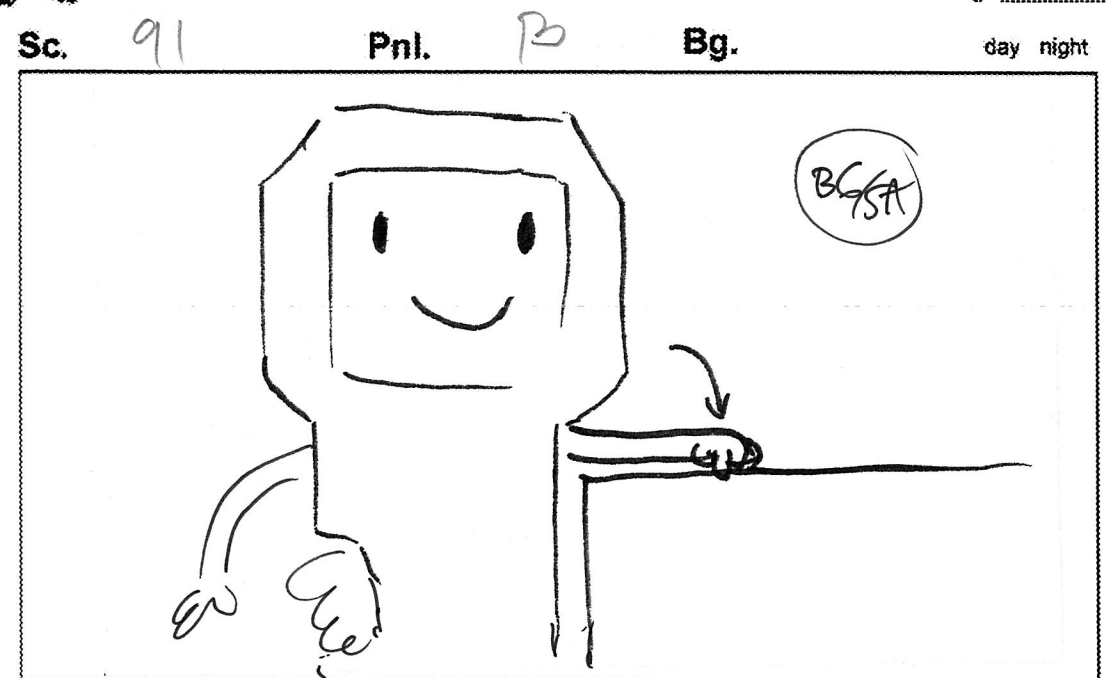
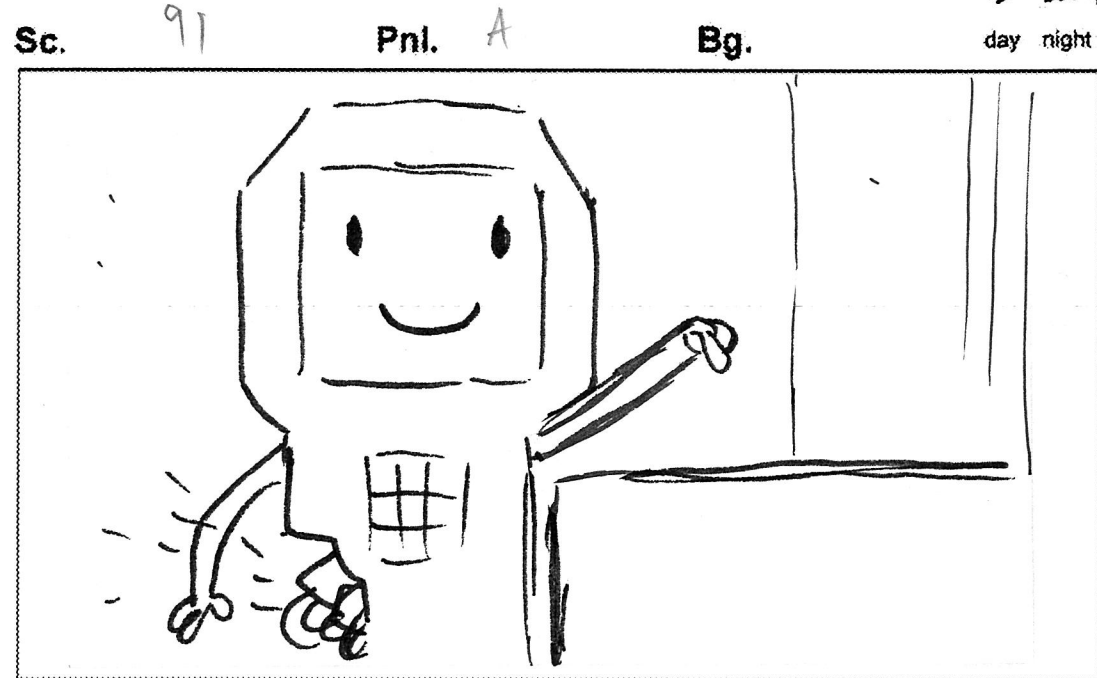
EPISODE # 1034-224

Production :

ADVENTURE TIME



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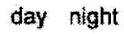
Dialog:	<p><u>BMO</u> Something doesn't feel</p> <p>R - - : BZZT -</p>
Action:	
Timing:	

- DMO presses button on console.

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Page 101

92

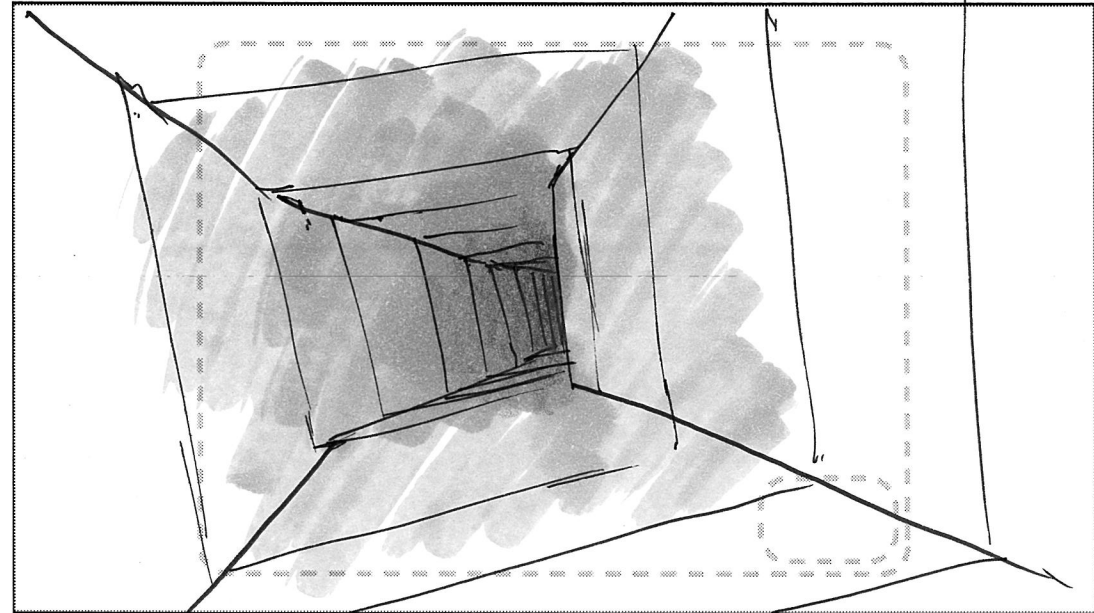
A

day night

93

A

day night



$\text{BMO} \rightarrow r, i, I, I, Y, Y, Y, Y, Y, Y, Y, Y, Y, Y, Y, Y, Y, \dots$

- BMO drops into trap door.

EPISODE

Production :

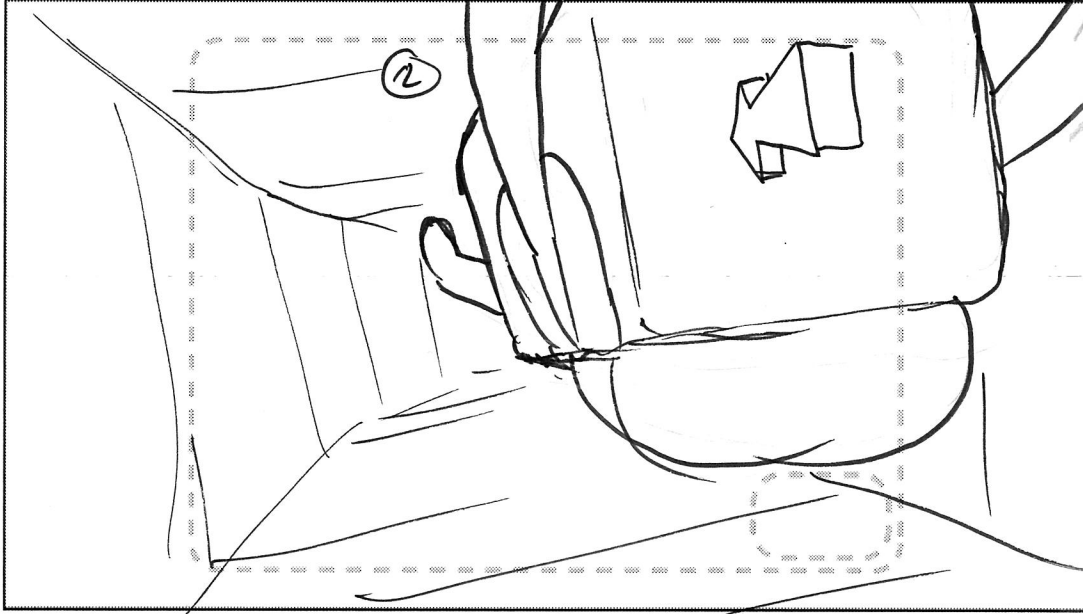
1034-224

ADVENTURE TIME

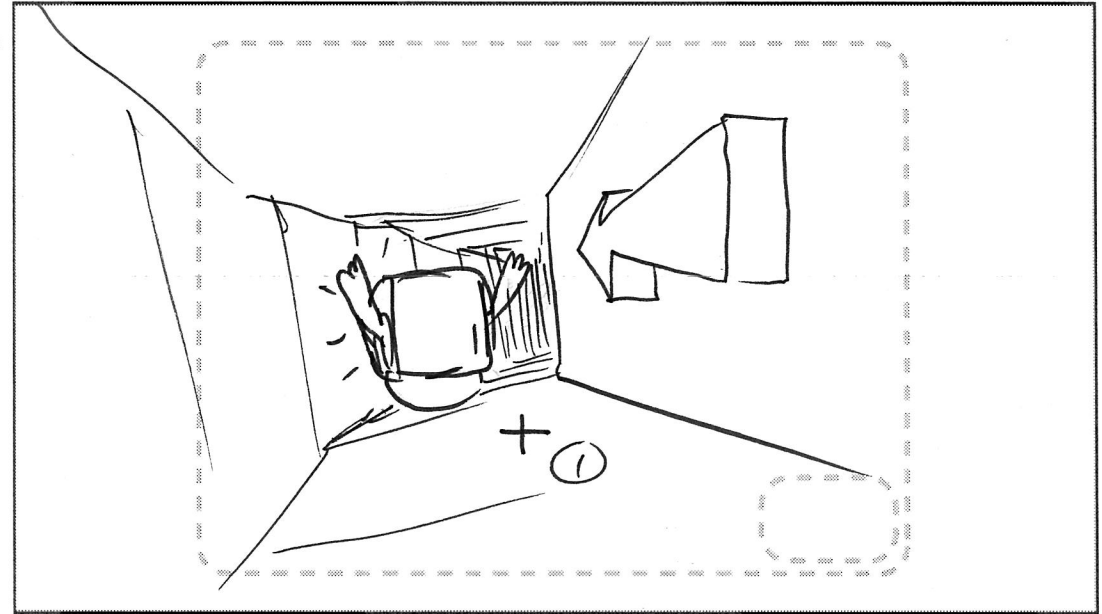


Page 102

Sc. 93 Pnl. B Bg. day night



Sc. 93 Pnl. C Bg. day night



Dialog:

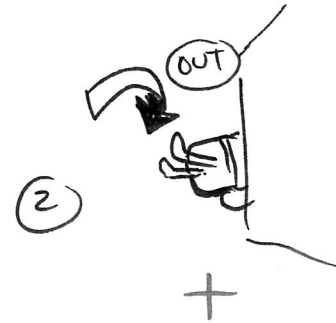
Action:

Timing:



(SFX) BANG

- BMO bounces
off vent wall,
then down off screen



EPISODE # 1034-224

Production :

ADVENTURE TIME



Page 103

Sc.

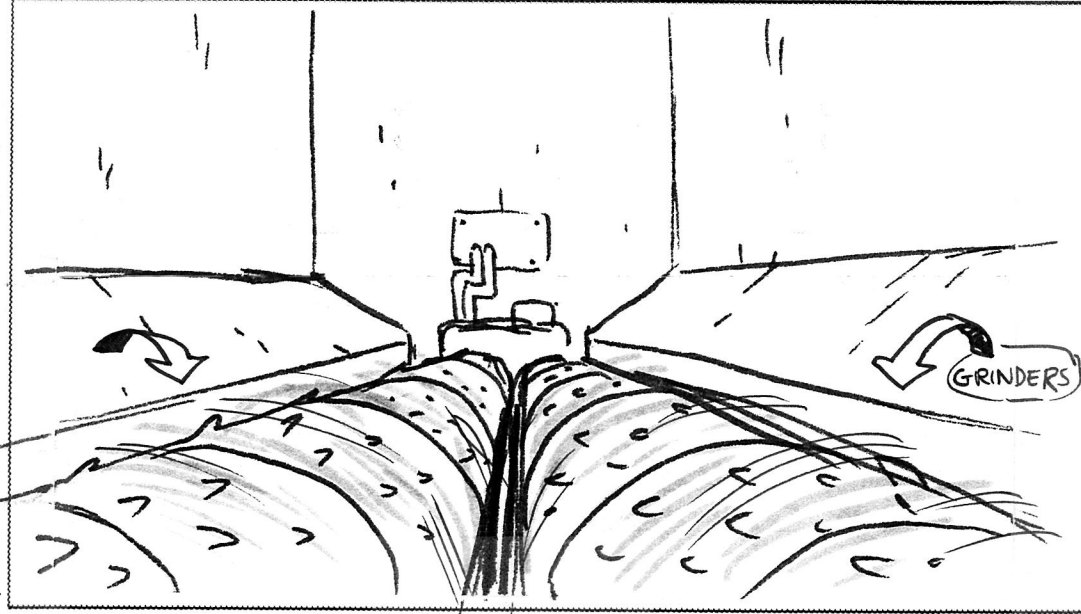
94

Pnl.

A

Bg.

day night



Sc.

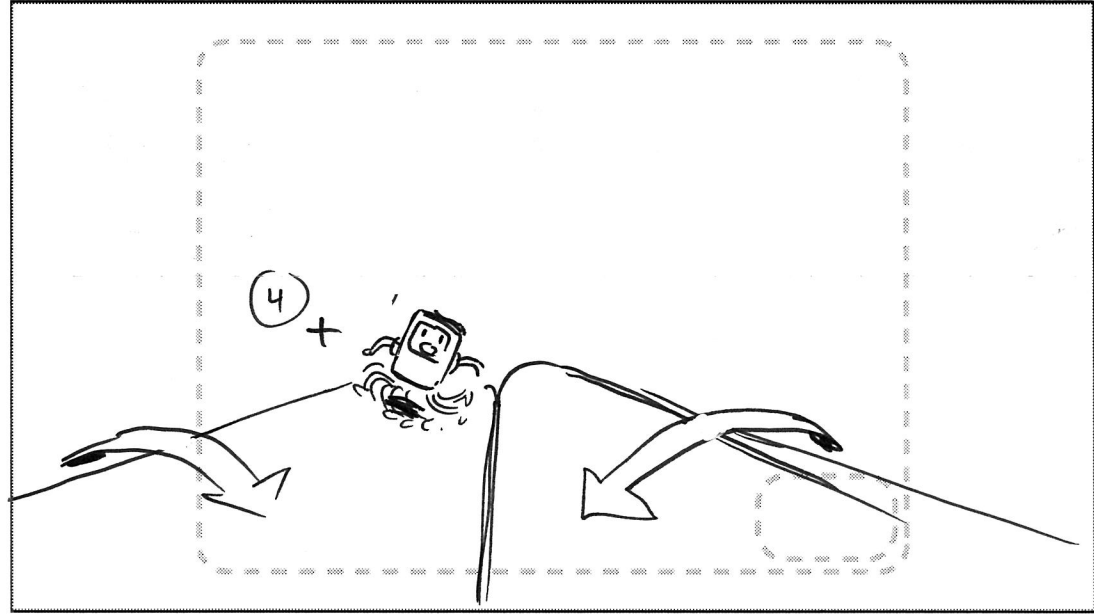
94

Pnl.

B

Bg.

day night



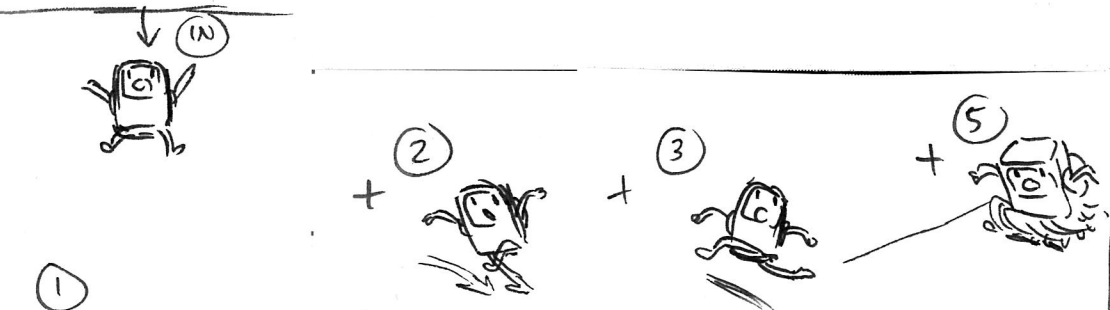
Dialog:

(BMO) w w h h h H → H A A A A A A A →

Action:

- Grinding wheels
Spin rapidly.

Timing:



- BMO falls on spinning grinder, then
runs in place desperately.

1034-224

EPISODE #

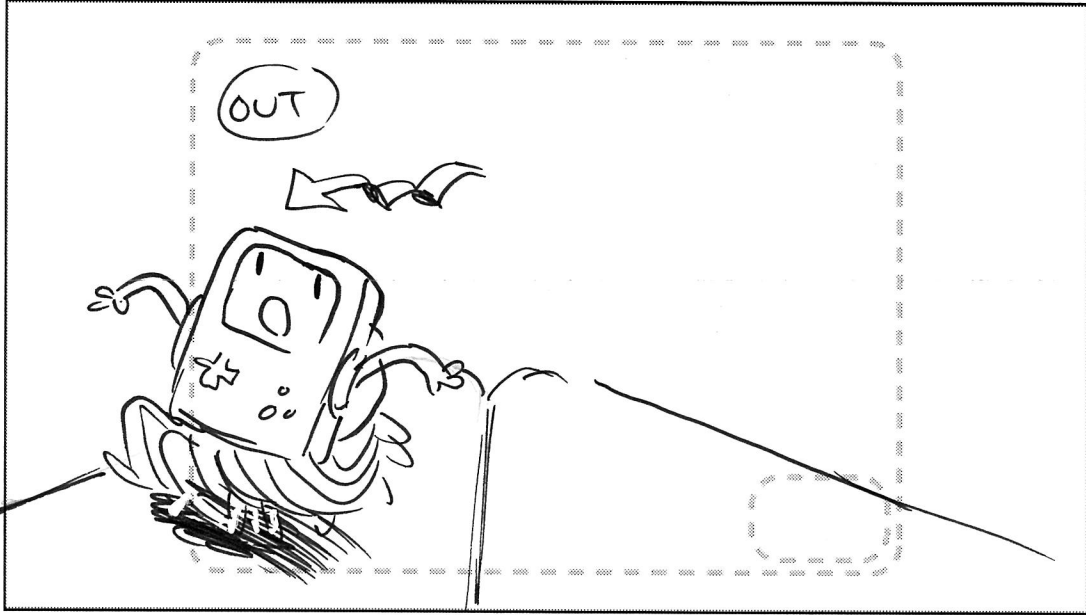
Production :

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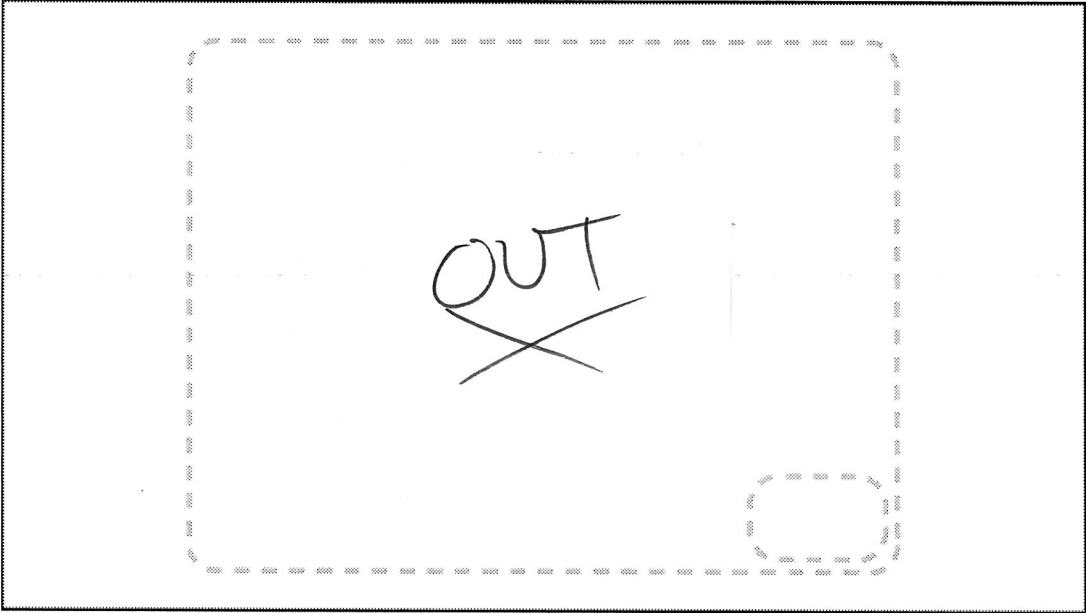
ADVENTURE TIME



Sc. 94 Pnl. e Bg. day night



Sc. Pnl. Bg. day night



Dialog:	→ A A A A A →
Action:	- BMO runs forward
Timing:	

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Production :

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ADVENTURE TIME



Page 105

Sc.

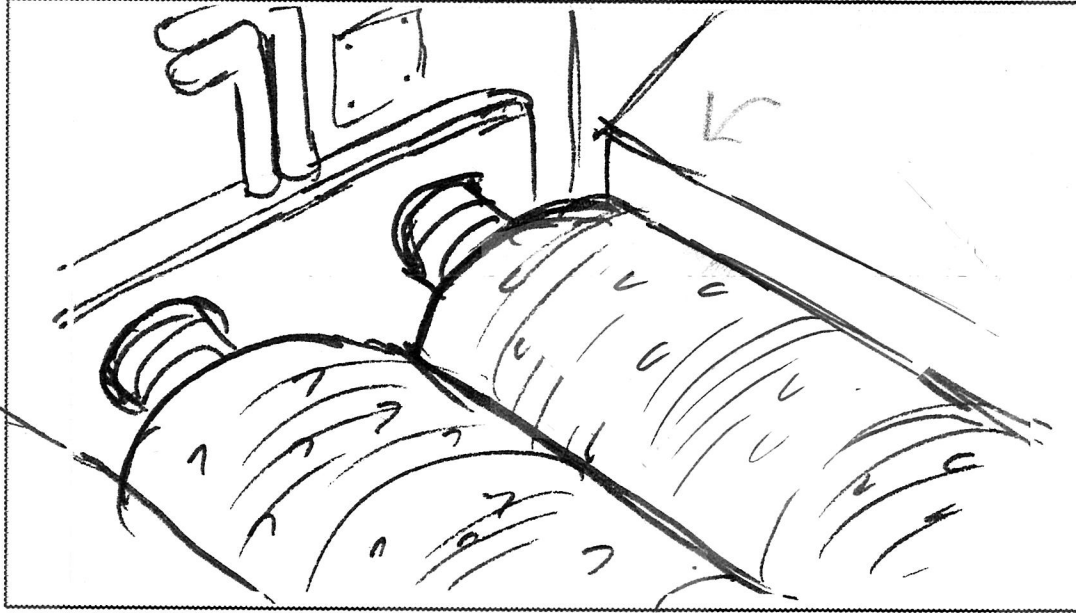
95

Pnl.

A

Bg.

day night



Sc.

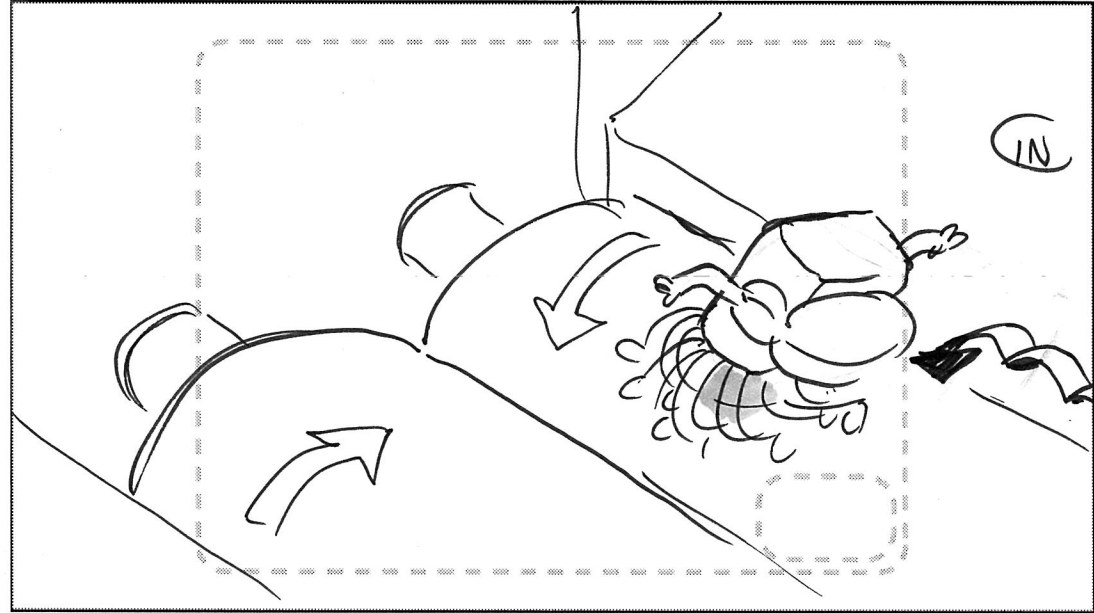
95

Pnl.

B

Bg.

day night



Dialog:

→ A A A A A —————→ A A A A A →

Action:

- BMO runs in

Timing:

EPISODE # 1034-224

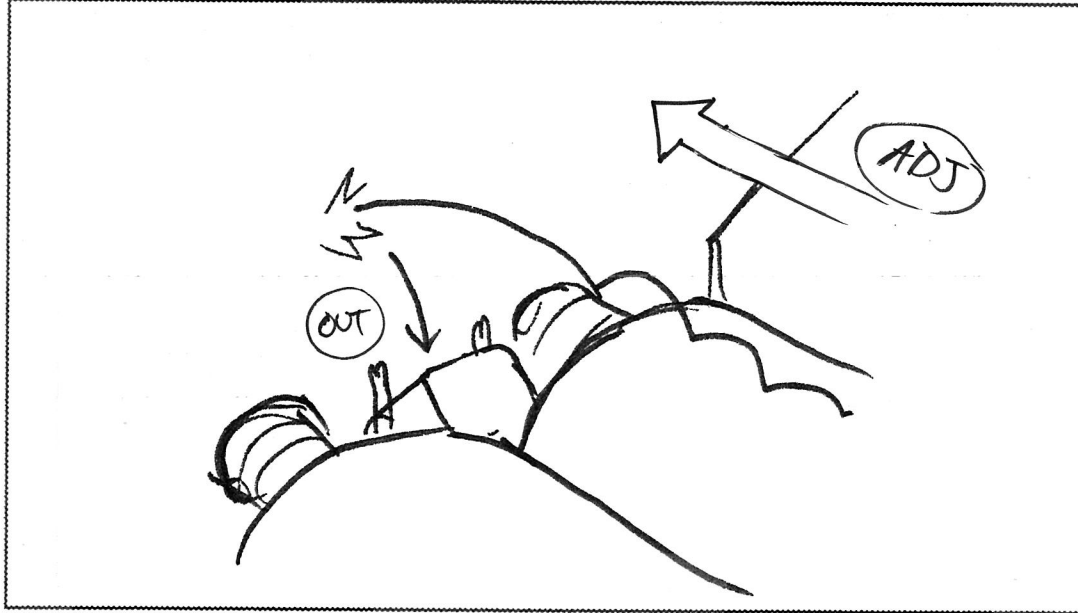
Production :

ADVENTURE TIME

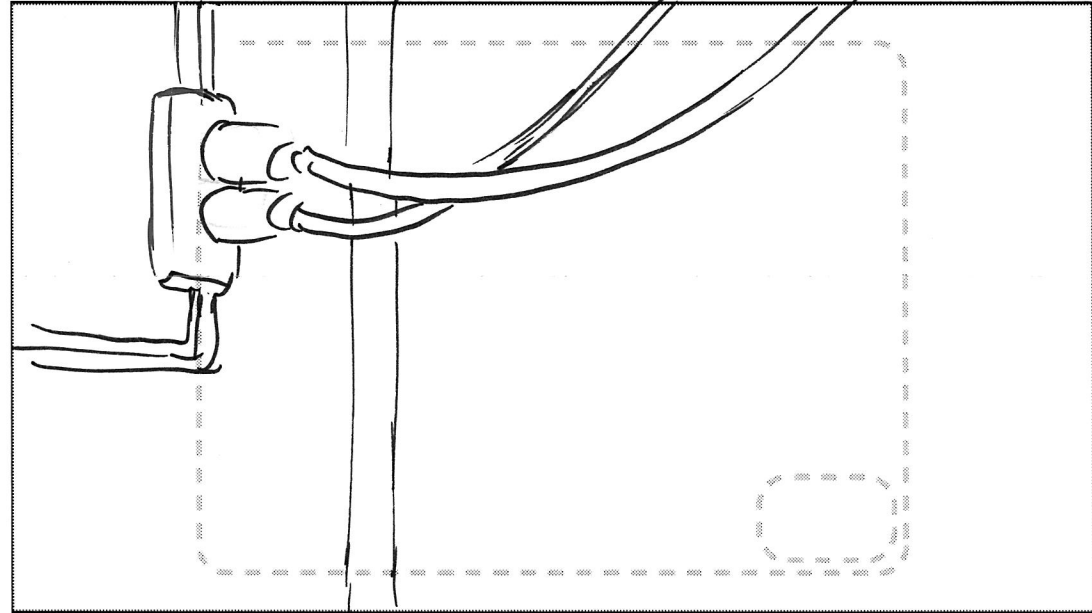


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Sc. 95 Pnl. C Bg. day night



Sc. 96 Pnl. A Bg. day night



Dialog:

→ A A A * OOF * !!!

Action:

- BMO runs right off grinder w/out slowing, then bounces down into the machinery.

Timing:

1034-224

EPISODE #

Production :

ADVENTURE TIME



Sc.

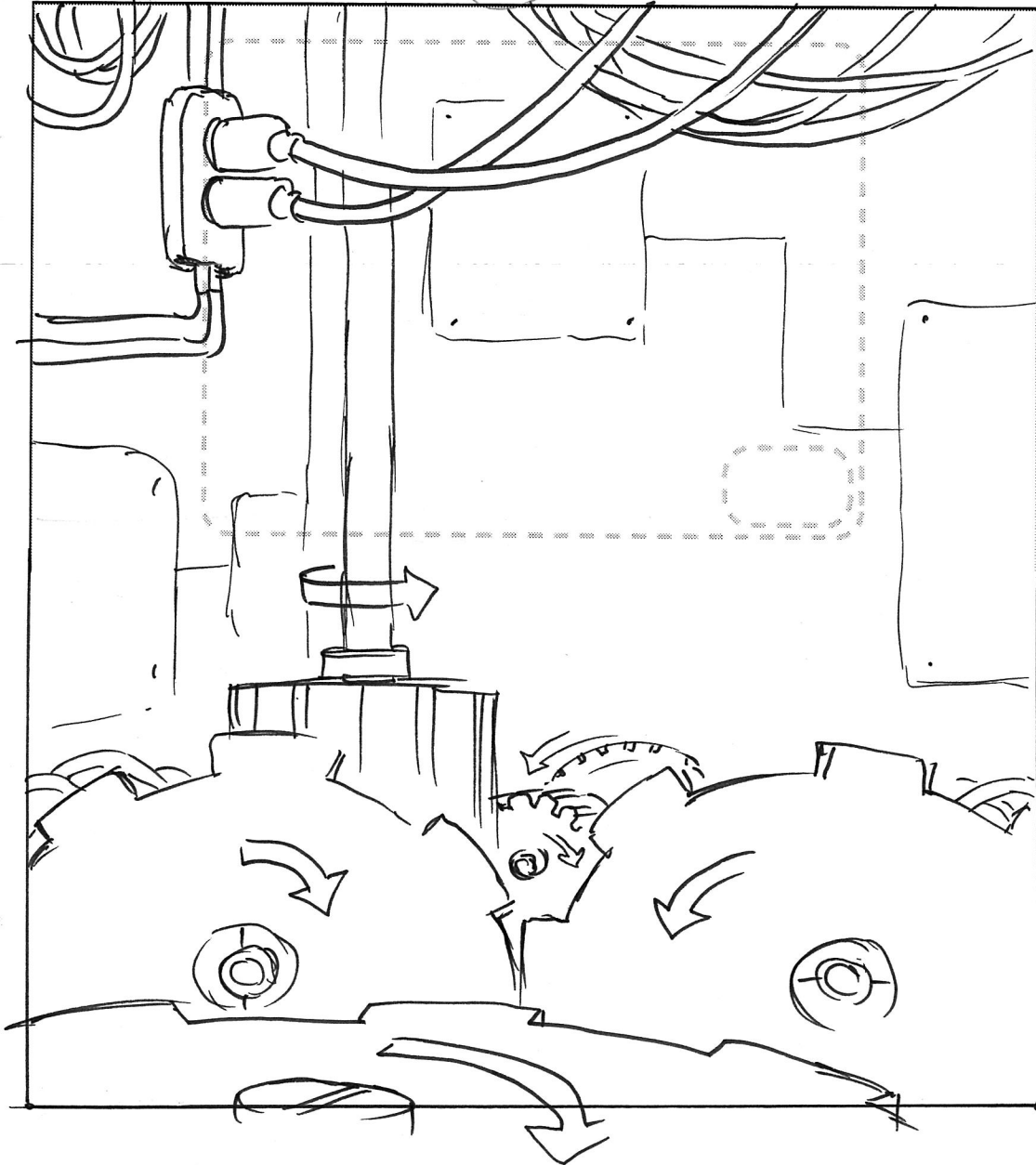
96

Pnl.

36

Bg.

day night



Dialog:

Action:

- Gears spin fast + dangerous.

Timing:

EPISODE #

1034-224

Production :

ADVENTURE TIME



Page 108

Sc.

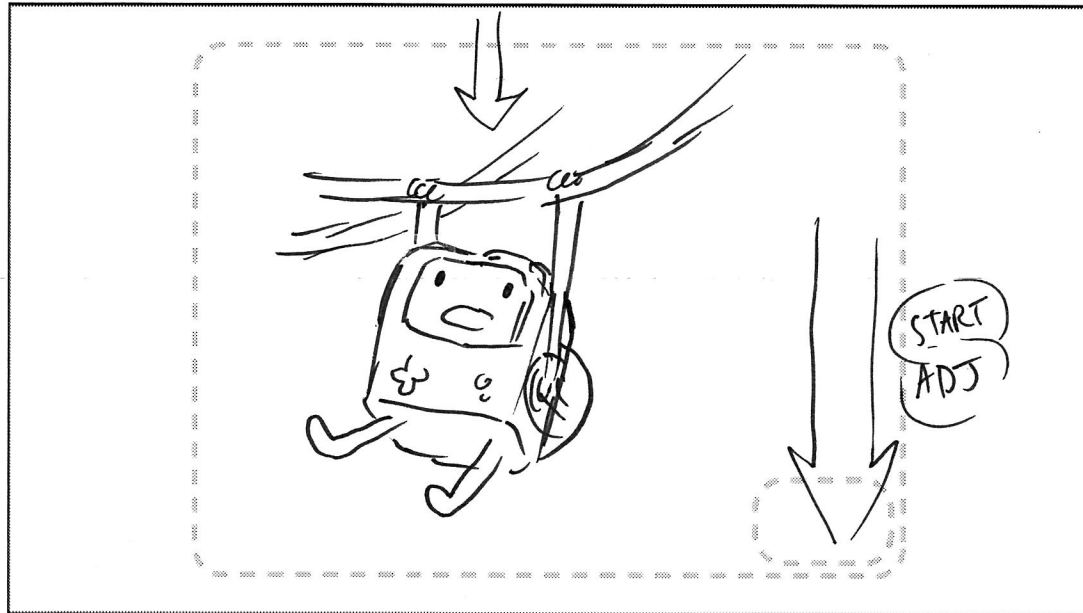
96

Pnl.

B

Bg.

day night



Sc.

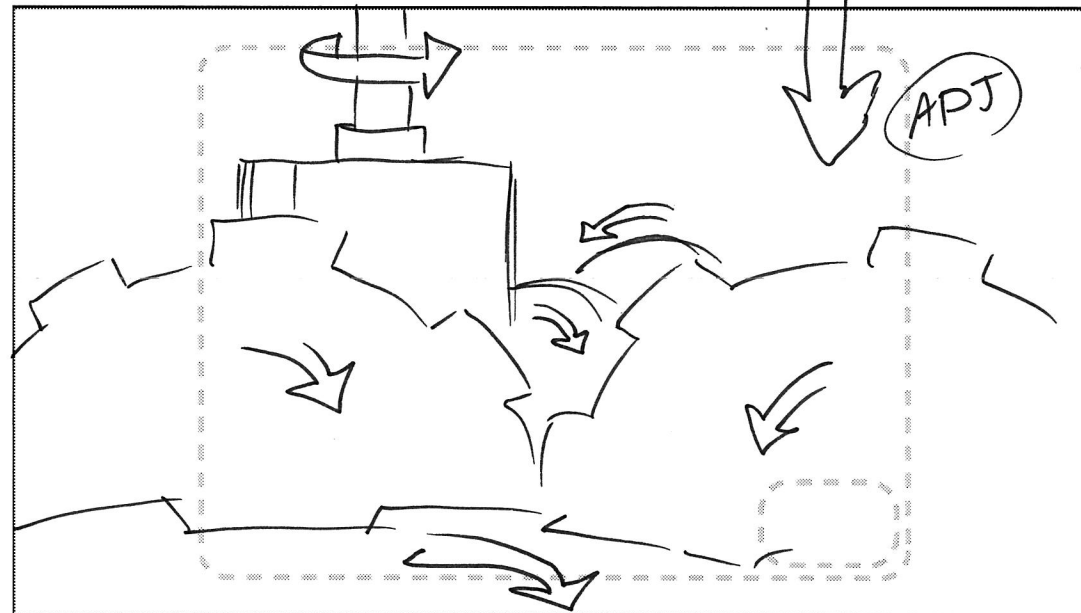
96

Pnl.

C

Bg.

day night



Dialog:

Action:

- BMO catches wire.

- "cameraman" doesn't realize BMO caught wire, and pans past, down to spinning gears.

Timing:

EPISODE #

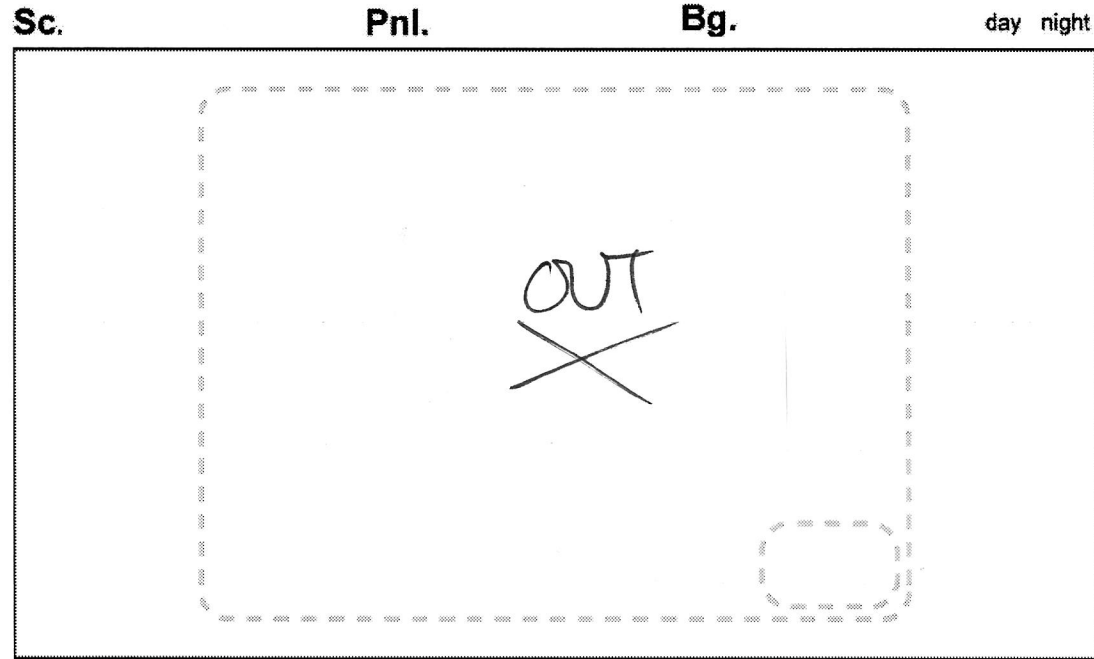
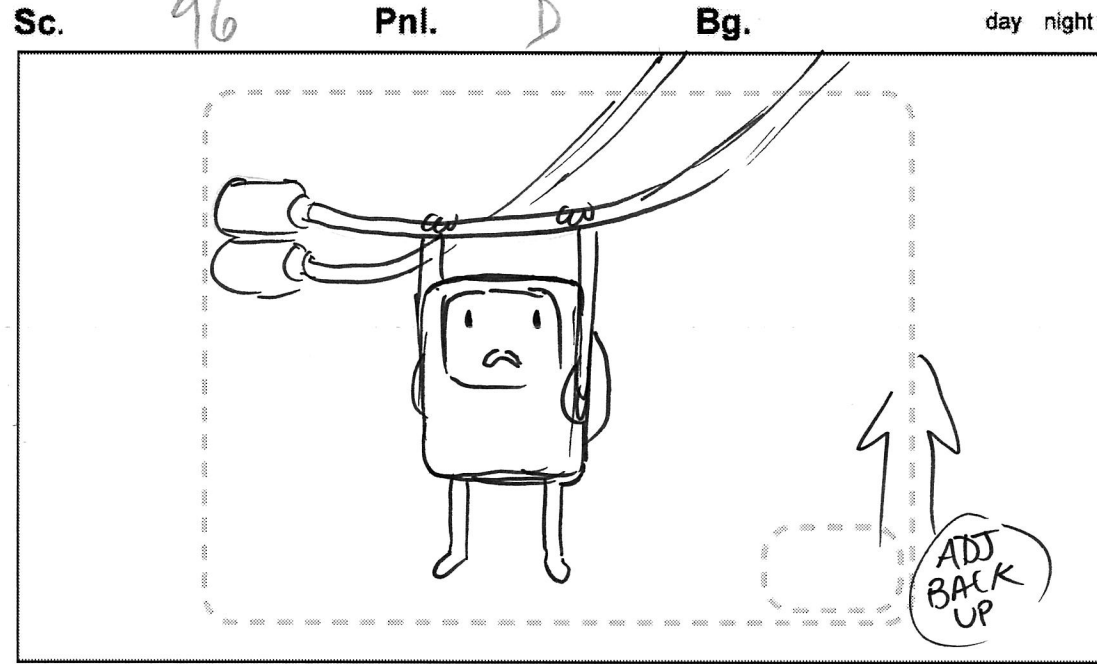
1034-224

Production :

ADVENTURE TIME



Page 109



Dialog:

Action: "cameraman" realizes mistake, pans back up to BMO.

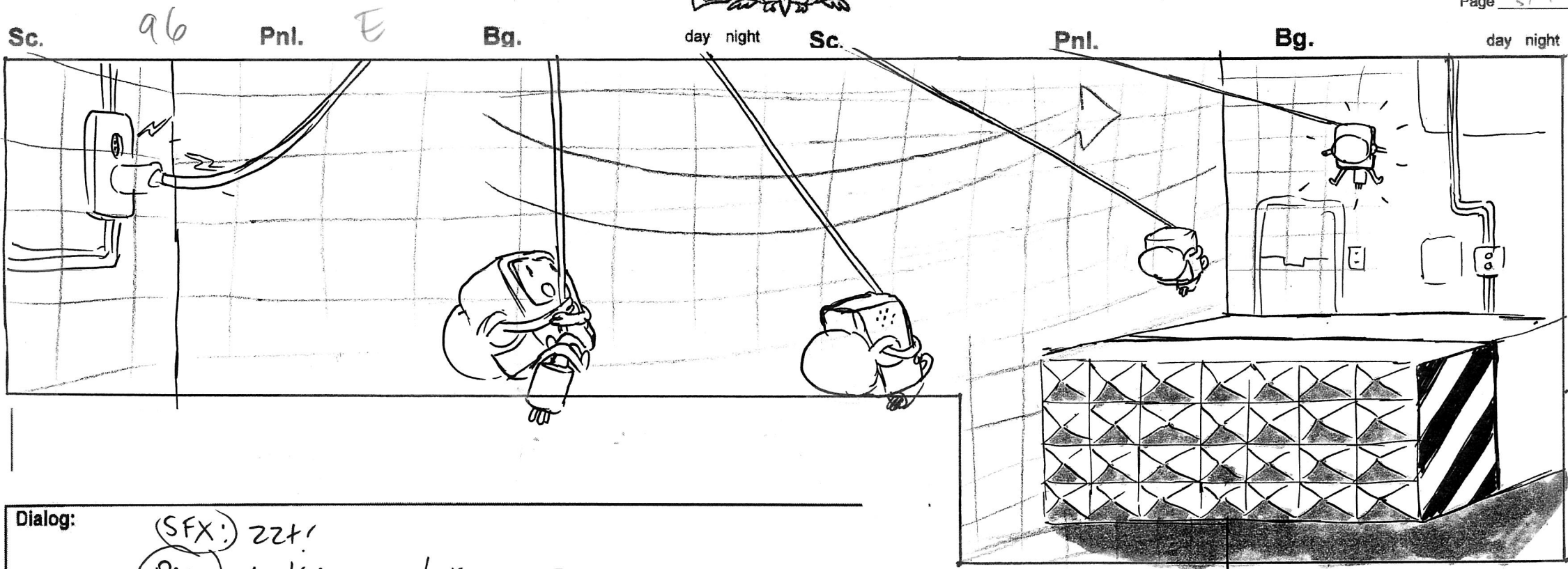
Timing:

1034-224

EPISODE #

Production :

ADVENTURE TIME



Dialog:

(SFX:) zzt!
BMO: WHAAAA! * OOF *

Action:

- Plug disconnects from socket, sending BMO swinging, then BMO smacks into wall.

Timing:

EPISODE #

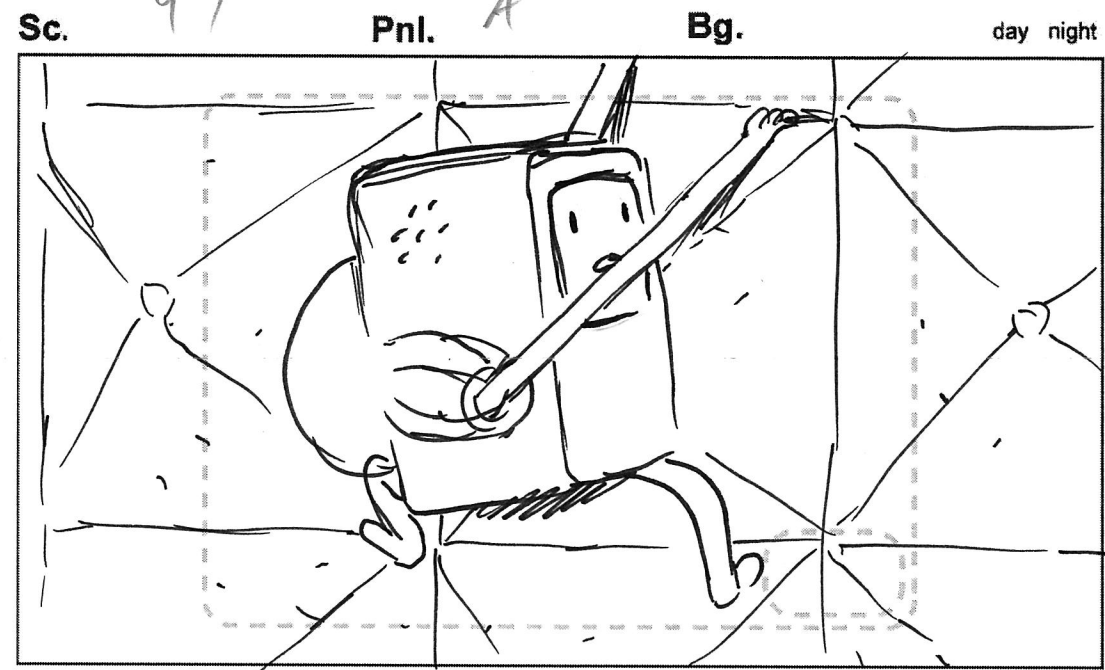
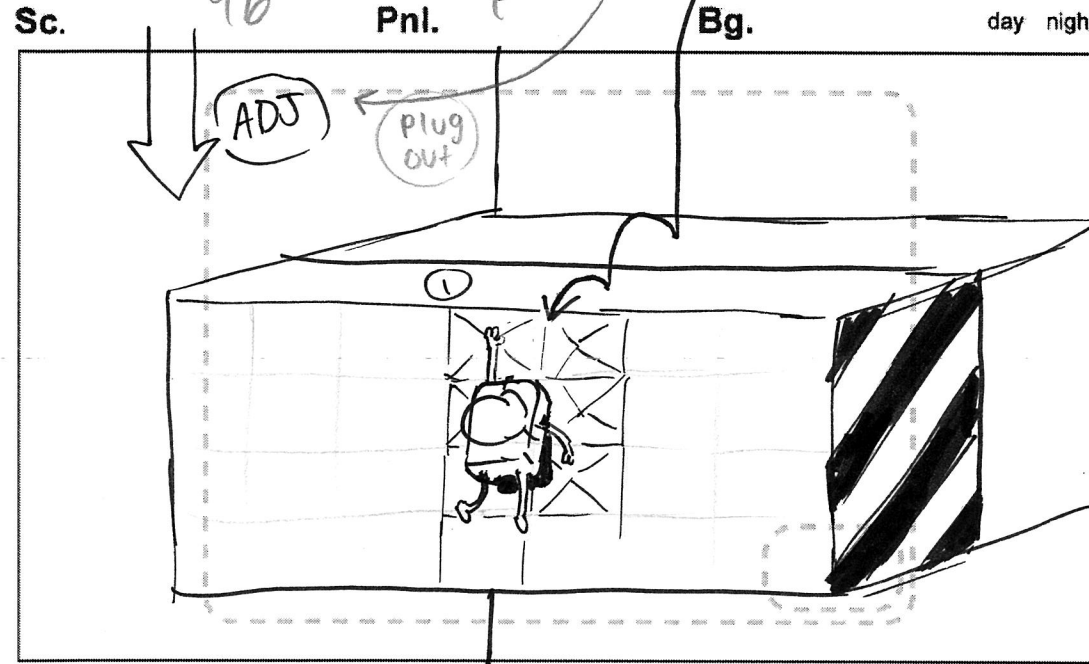
Production :


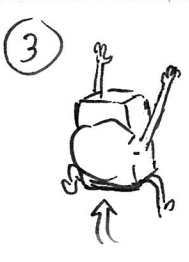
1034-224

ADVENTURE TIME



Page 411



Dialog:	
Action:	<p>(2)  (3) </p> <p>- Bmo bounces down but catches hold of a washer facet.</p>
Timing:	

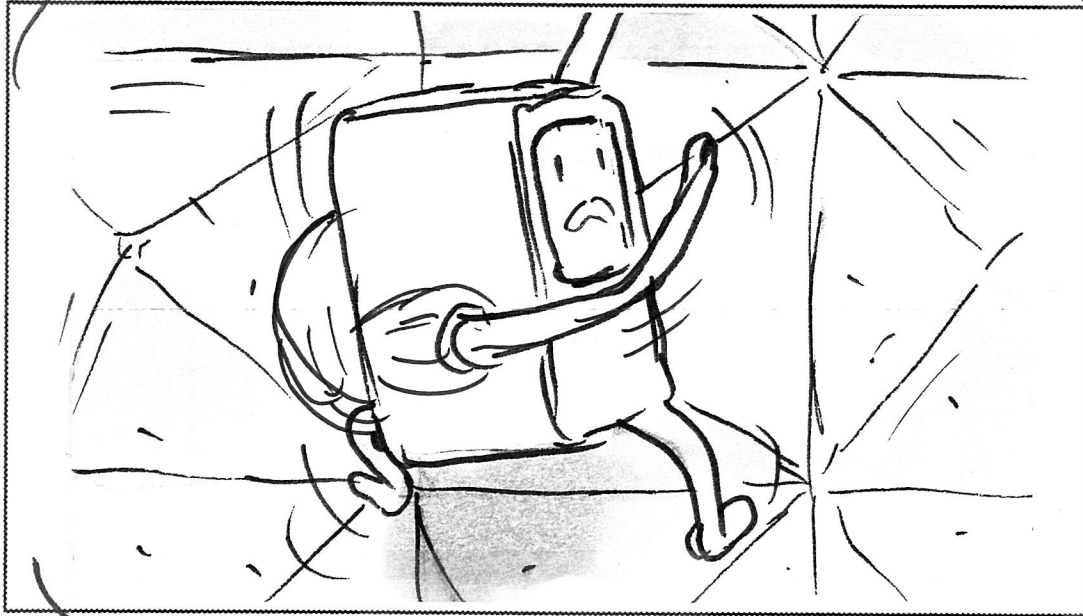
EPISODE # 1034-224

Production :

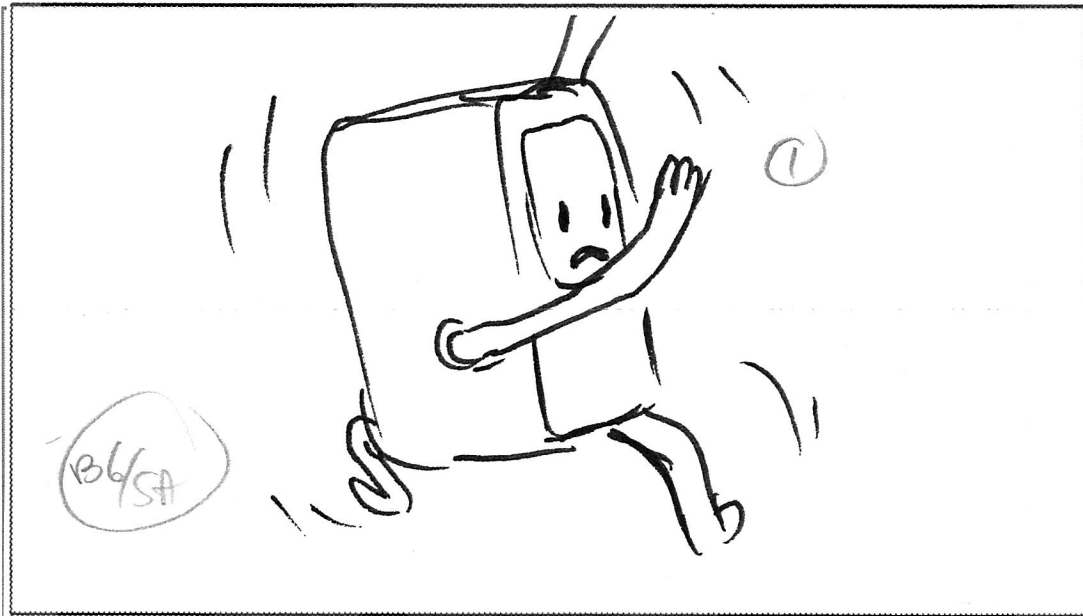
ADVENTURE TIME

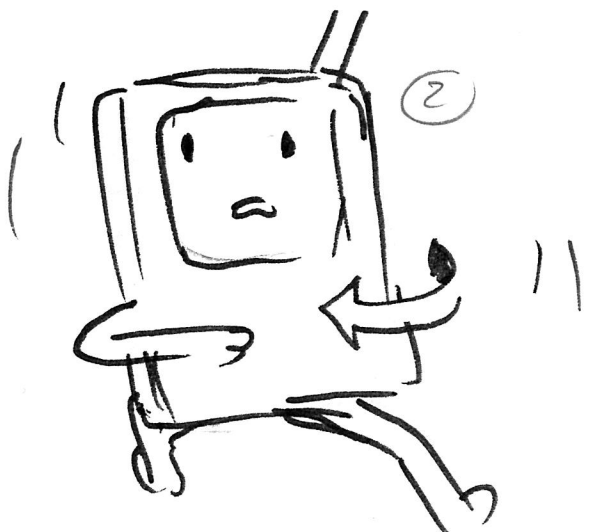


Sc. 97 Pnl. B Bg. day night



Sc. 97 Pnl. C Bg. day night



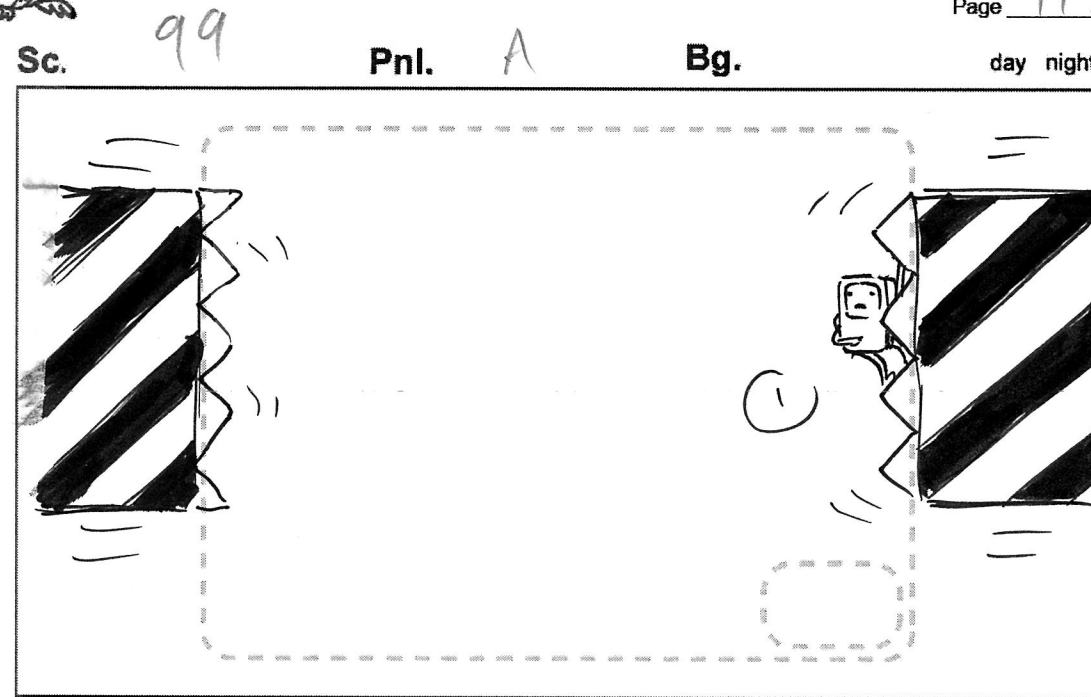
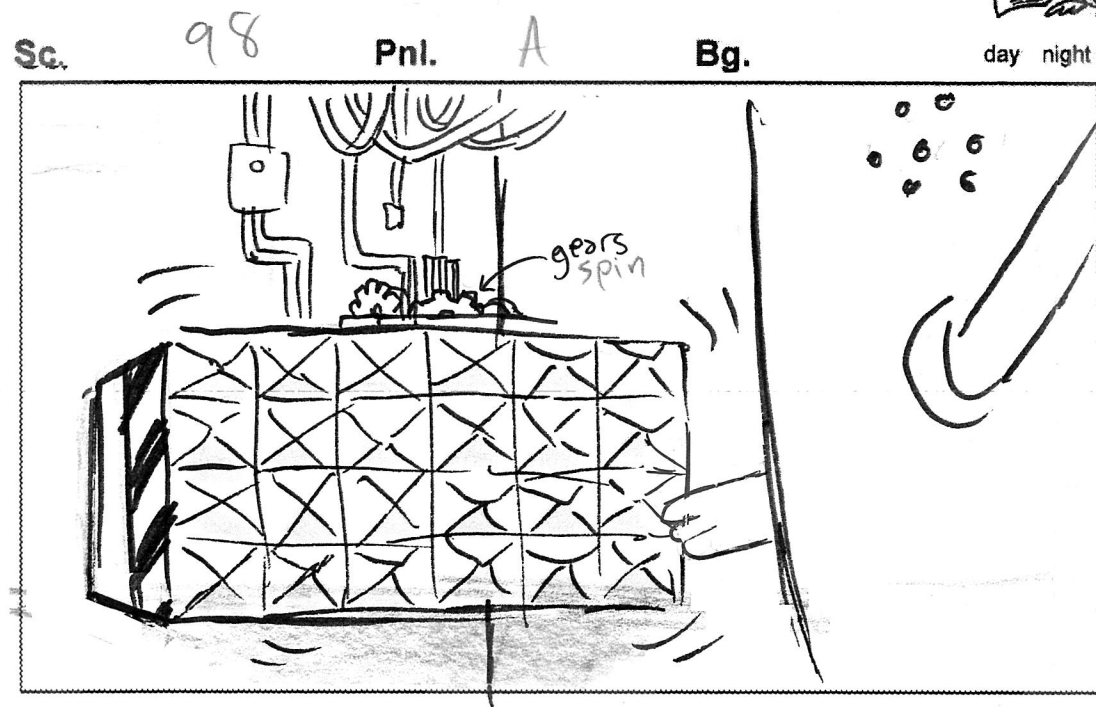
Dialog:	SFX: RUMBLE	
Action:	- washer begins to shake/rumble.	- BMO turns to see what's happening
Timing:		

EPISODE # 1034-224
Production :

ADVENTURE TIME



Page 113



Dialog:	SFX: FUMPLE
Action:	- BMO leaps
Timing:	

EPISODE #
1034-224

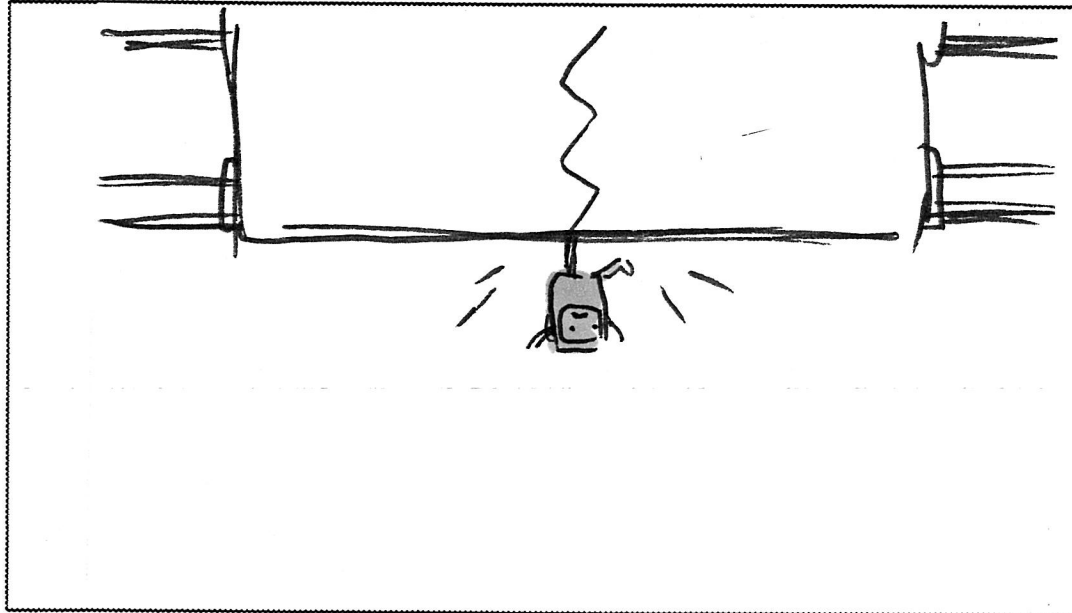
Production :

ADVENTURE TIME

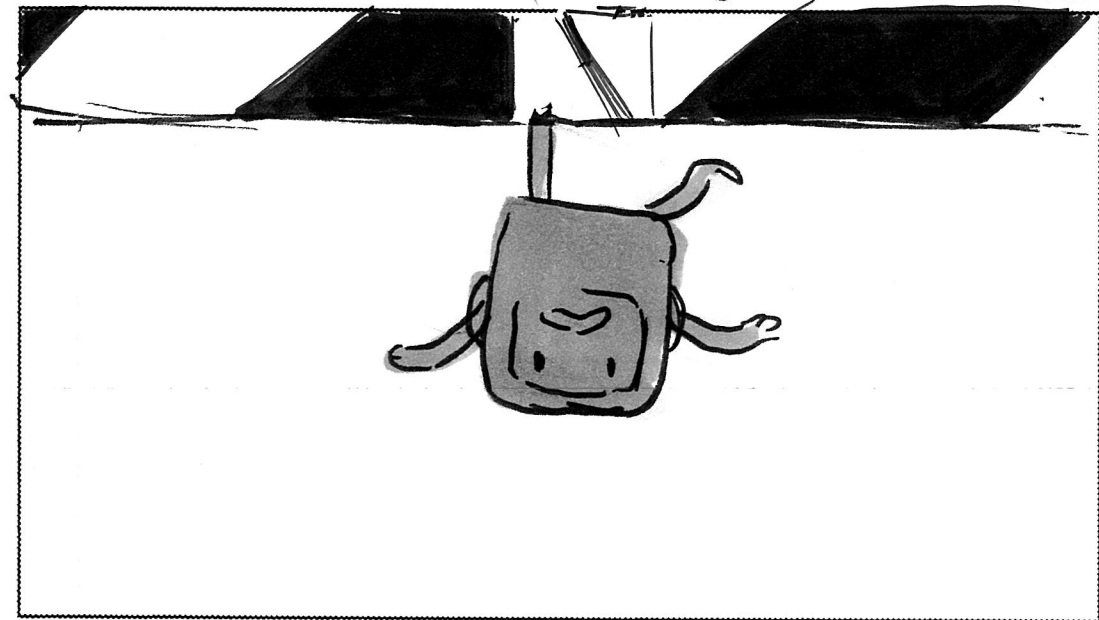


Page 115

Sc. 99 Pnl. C Bg. day night



Sc. 100 Pnl. A Bg. day night



Dialog:

Action:

- Final washer catches BMO's foot.

Timing:

(BMO) *panting -
catching
breath *

1034-224

EPISODE #

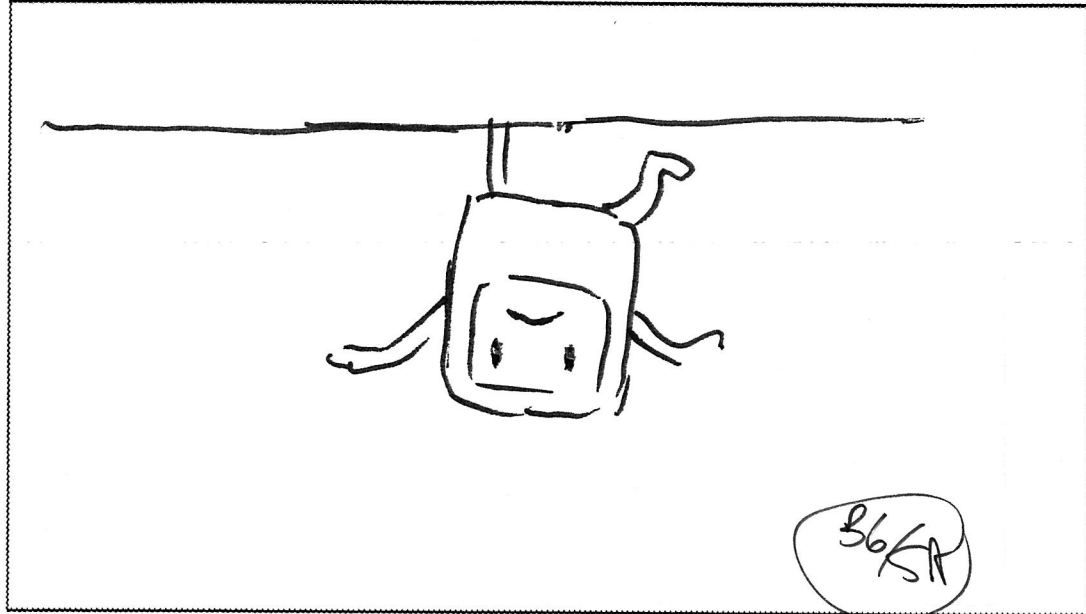
Production :

ADVENTURE TIME

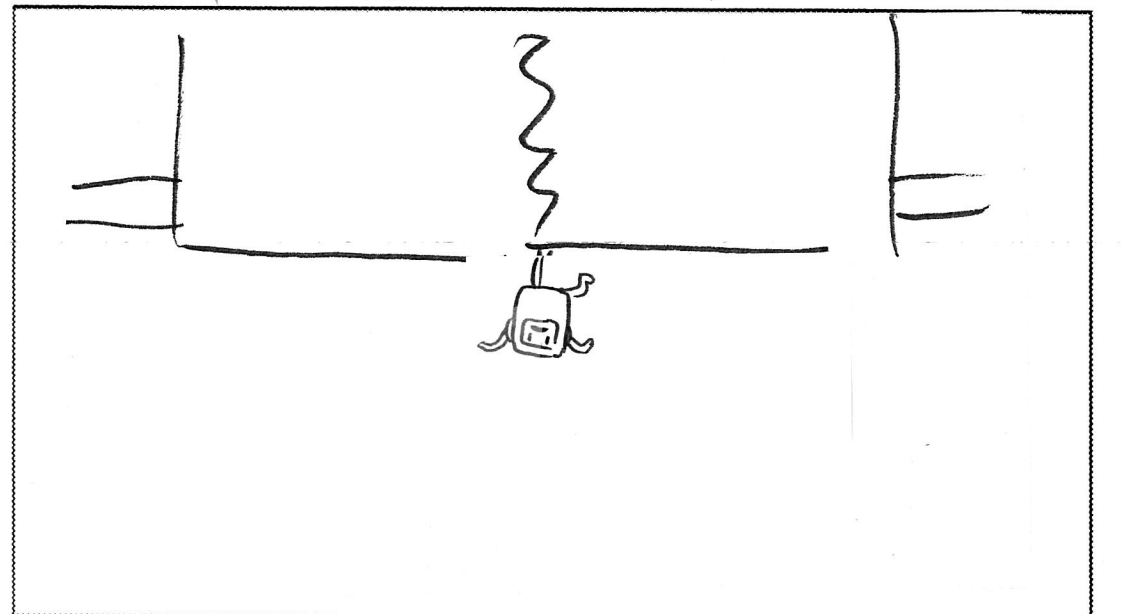


Page 116

Sc. 160 Pnl. B Bg. day night



Sc. 101 Pnl. A Bg. day night



Dialog:	
- BEAT -	
Action:	
(BMO) Hello?	
Timing:	

ADVENTURE TIME



Page 117

Sc. 101 Pnl. B Bg. day night

Sc. Pnl. Bg. day night

Dialog:

- BEAT - . . .

Action:

Timing:

1034-224

EPISODE #

Production :



ADVENTURE TIME

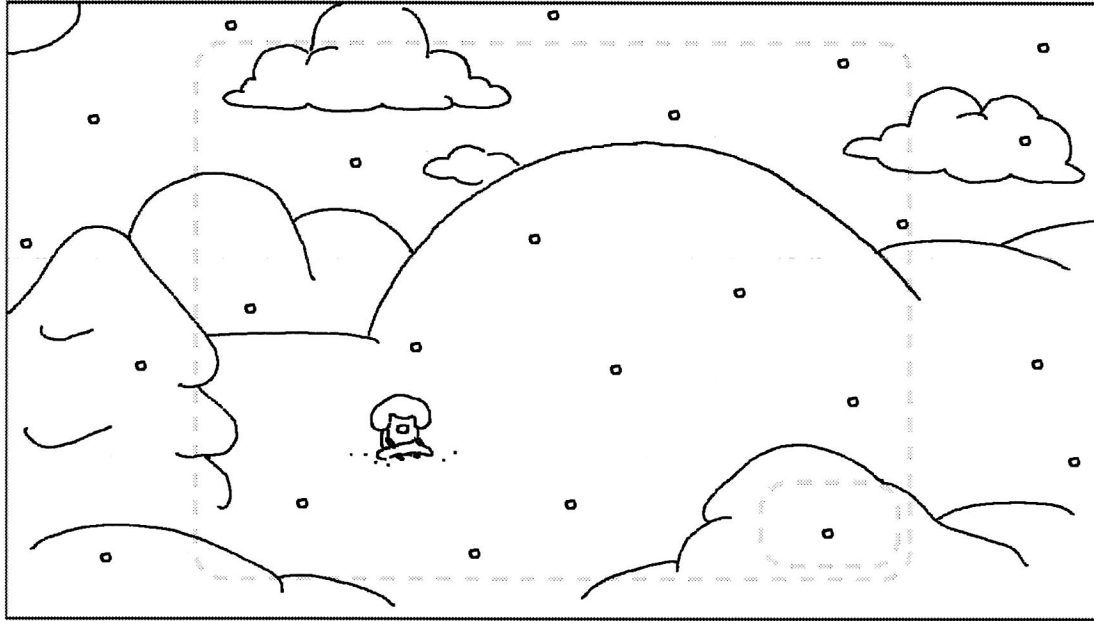
Page 118

Sc. 102

Pnl. A

Bg.

day night

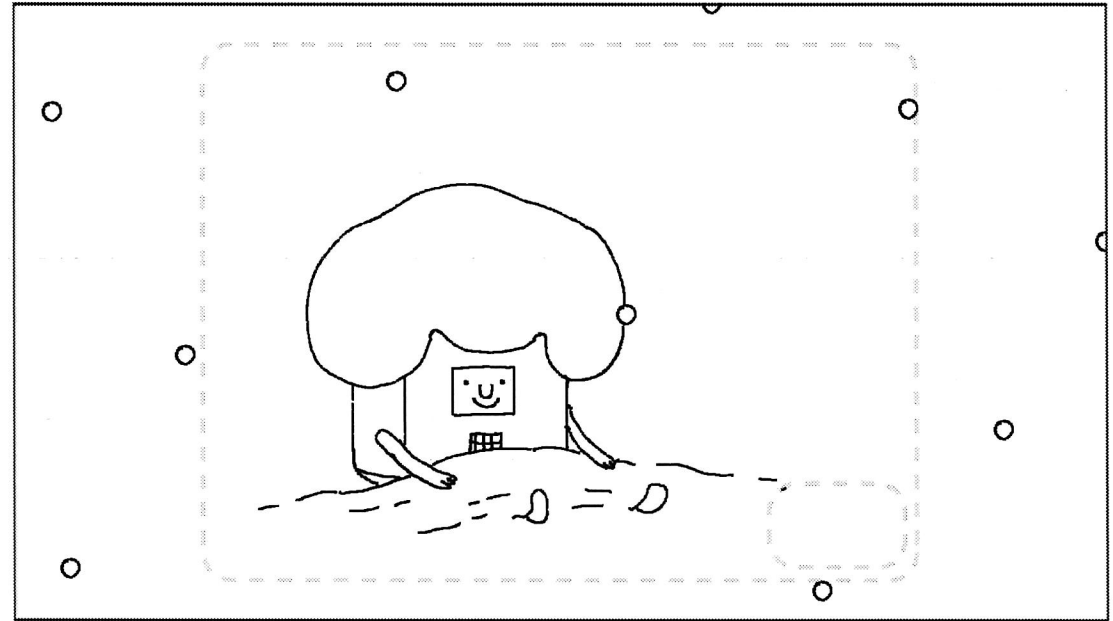


Sc. 103

Pnl. A

Bg.

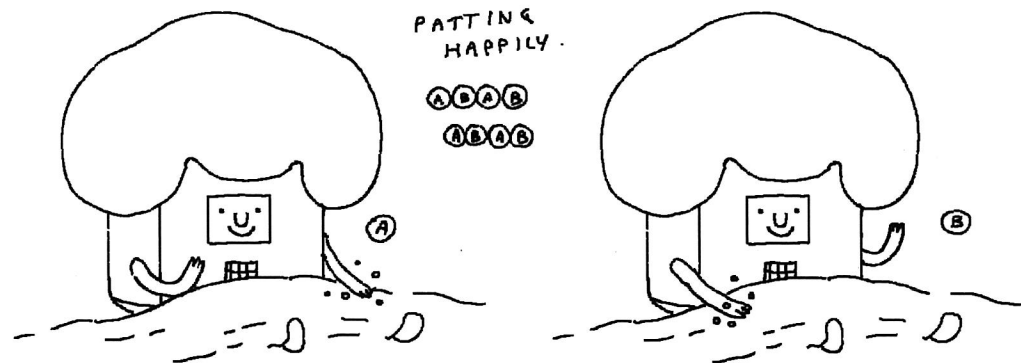
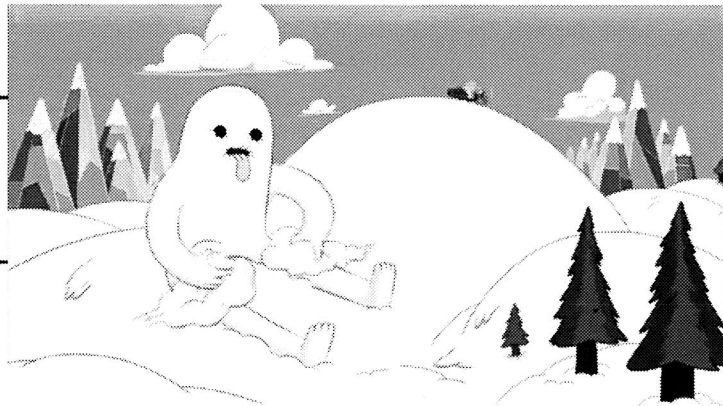
day night



Dialog:

Action:

Timing:



1034-224

EPISODE #

Production :

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ADVENTURE TIME

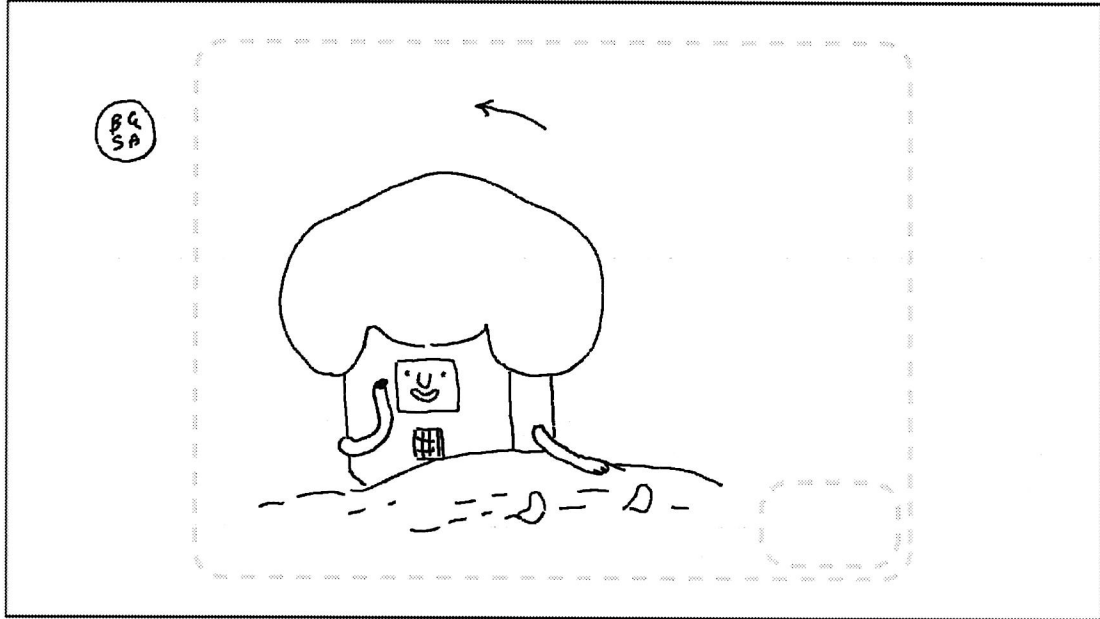


Sc. 103

Pnl. B

Bg.

day night

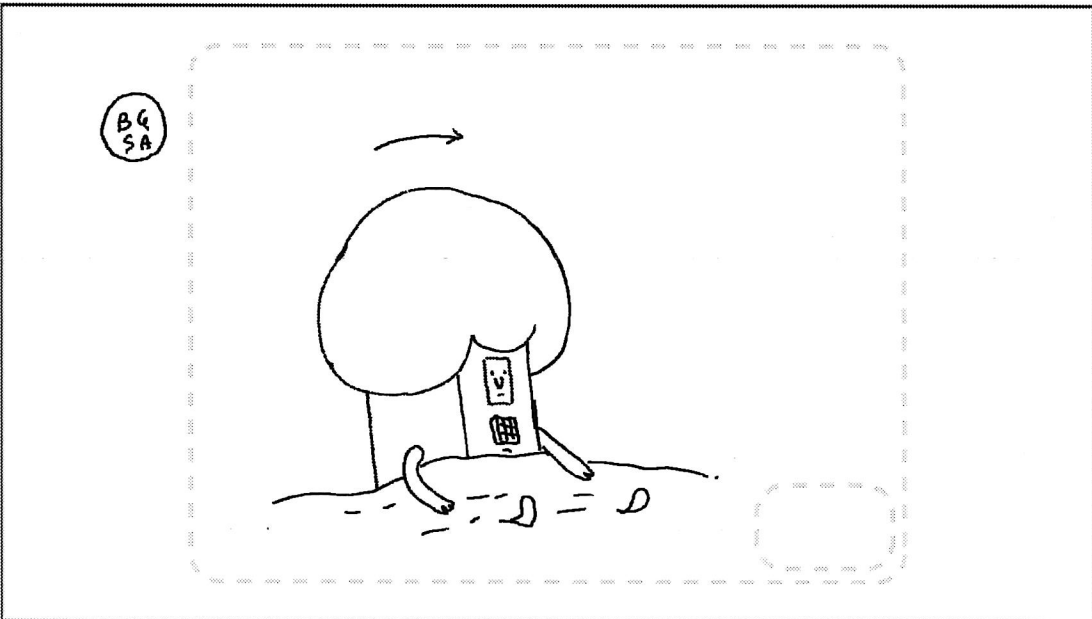


Sc. 103

Pnl. C

Bg.

day night



Dialog:

(M) BOYS! LOOK AT THIS,
THIS IS COOL, RIGHT?

(F+J) (OS) LAUGHING

Action:

Timing:

1034-224

EPISODE #

Production :

ADVENTURE TIME



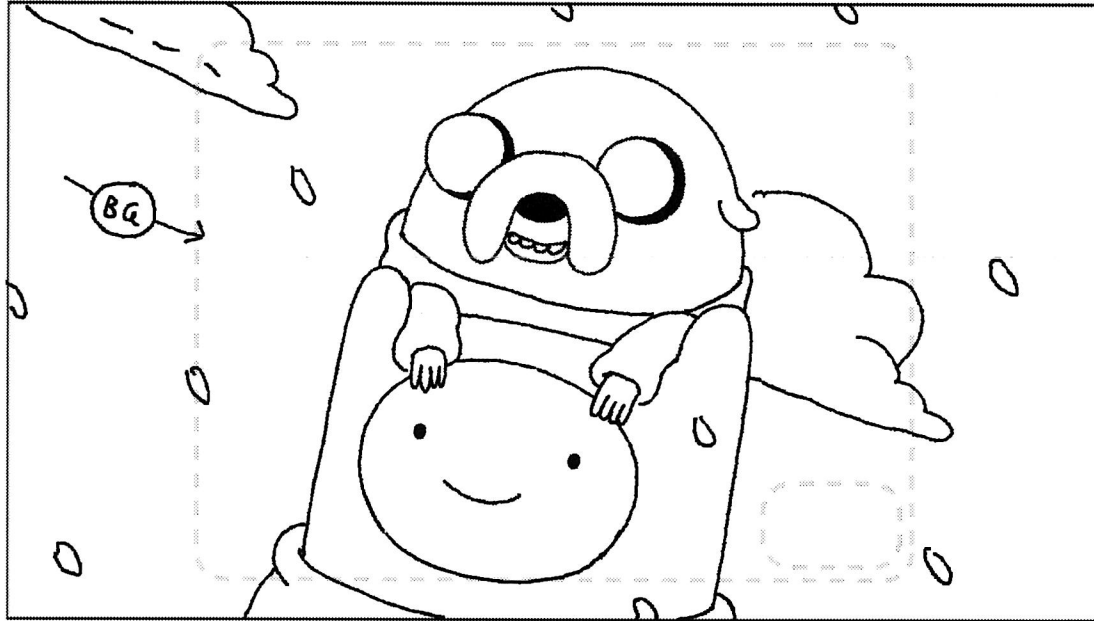
Page 120

Sc. 104

Pnl. A

Bg.

day night

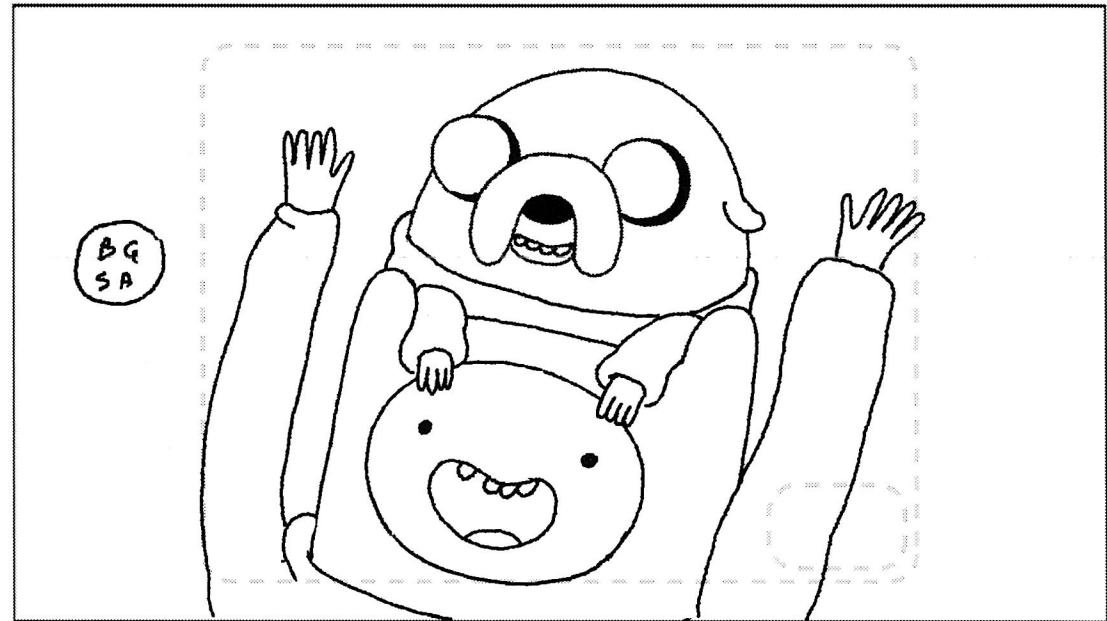


Sc. 104

Pnl. B

Bg.

day night

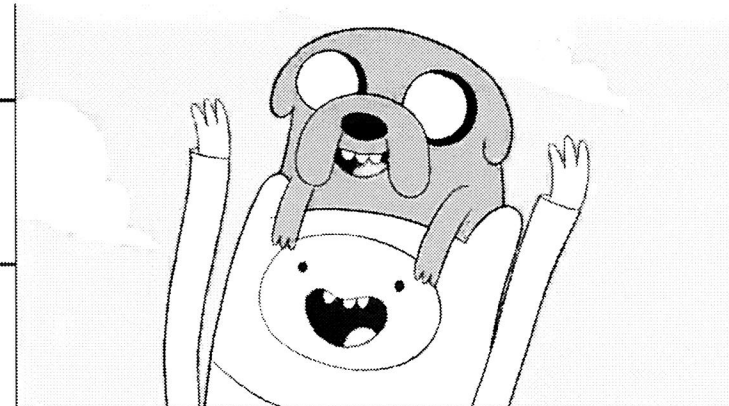
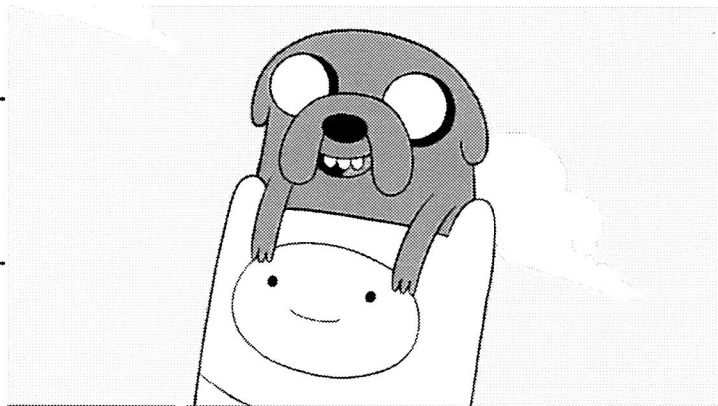


Dialog:

(F+J) : LAUGHING :

Action:
JAKE'S
EAR IS
FLAPPING

Timing:



EPISODE #

Production :

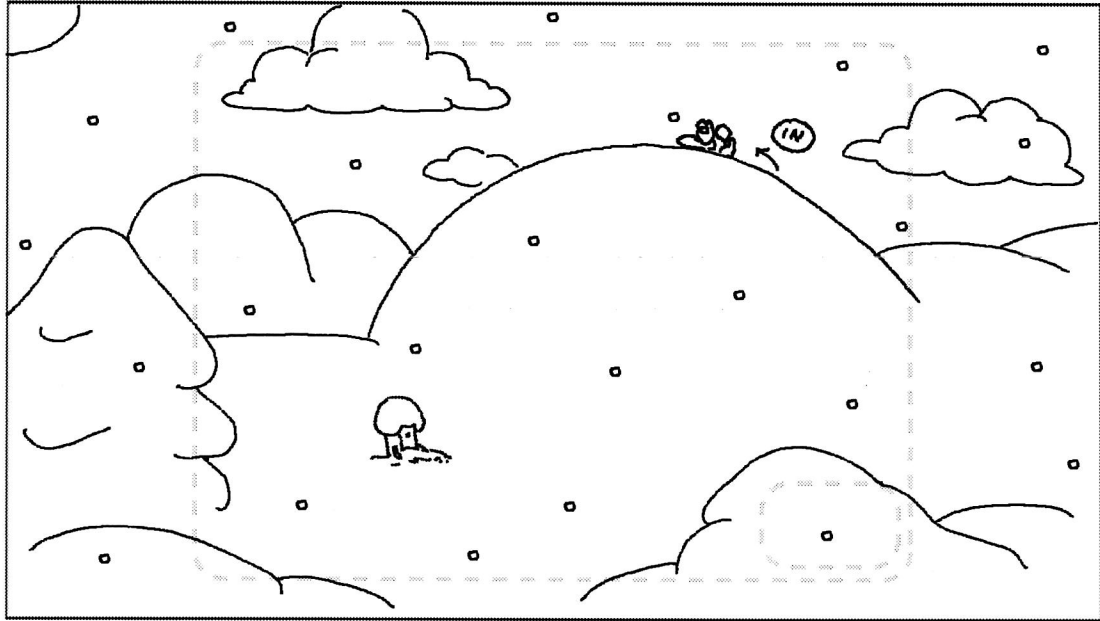
1034-224

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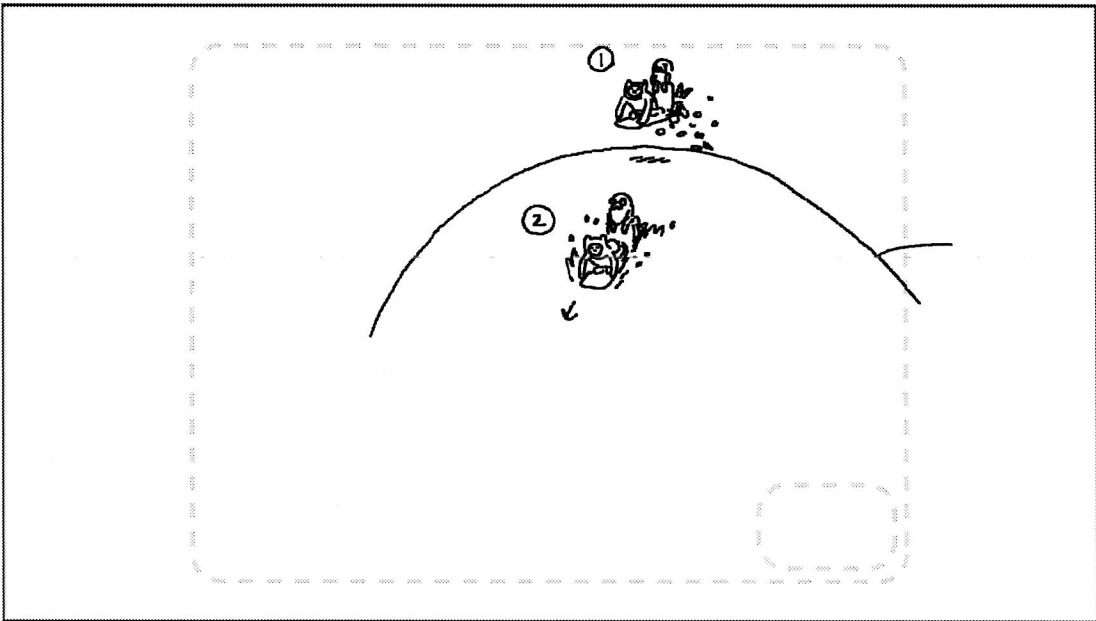
ADVENTURE TIME



Sc. 105 Pnl. A Bg. day night



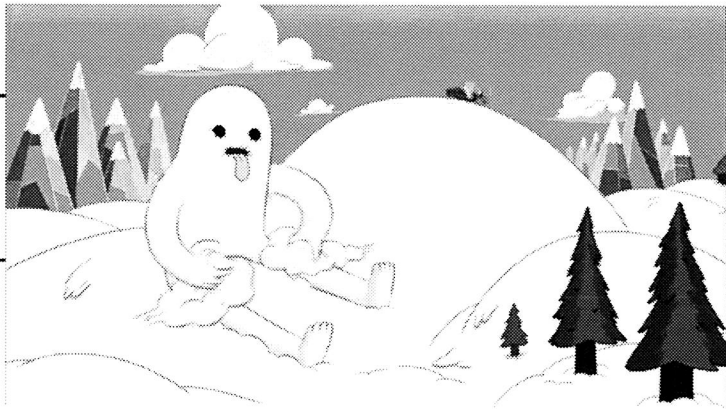
Sc. 105 Pnl. B Bg. day night



Dialog:

Action:

Timing:



(F+D)

LAUGHING

1034-224

EPISODE #

Production :

ADVENTURE TIME

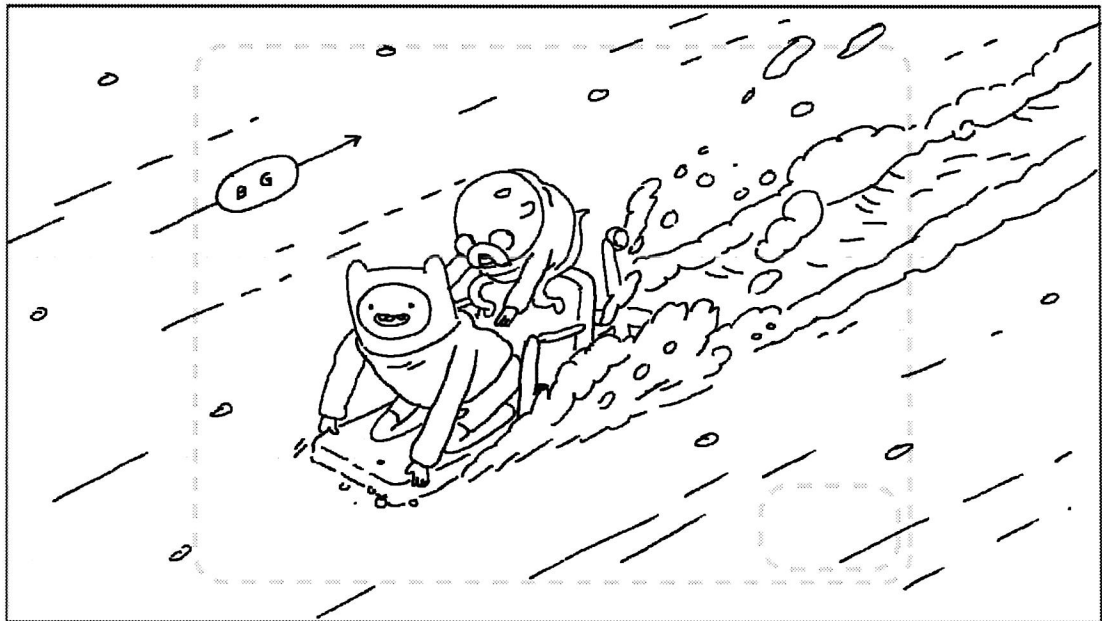


Sc. 106

Pnl. A

Bg.

day night

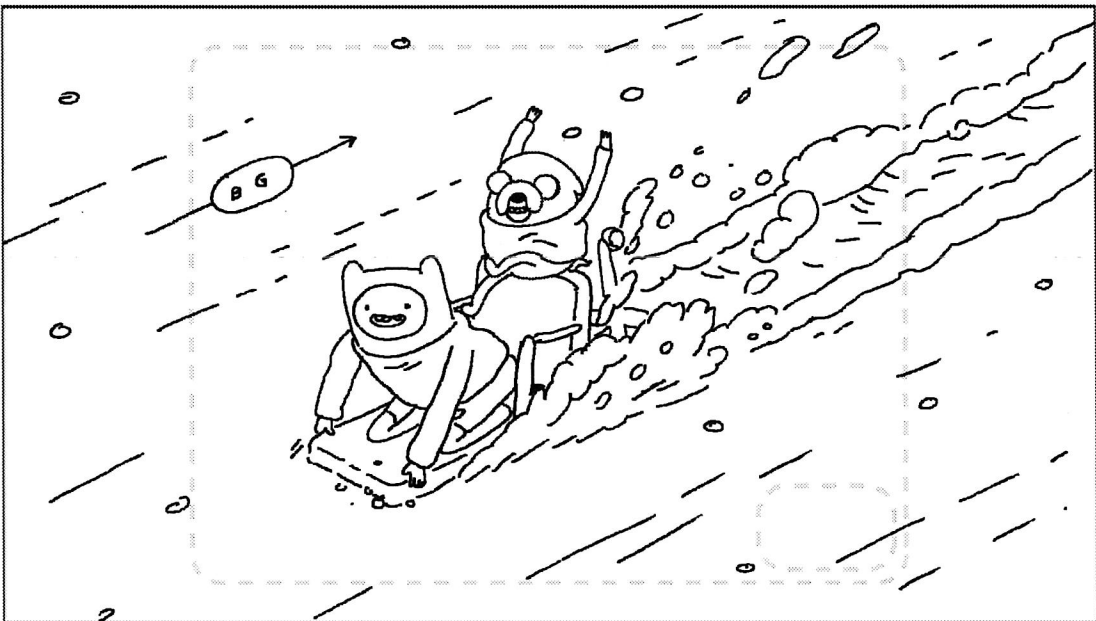


Sc. 106

Pnl. 3

Bg.

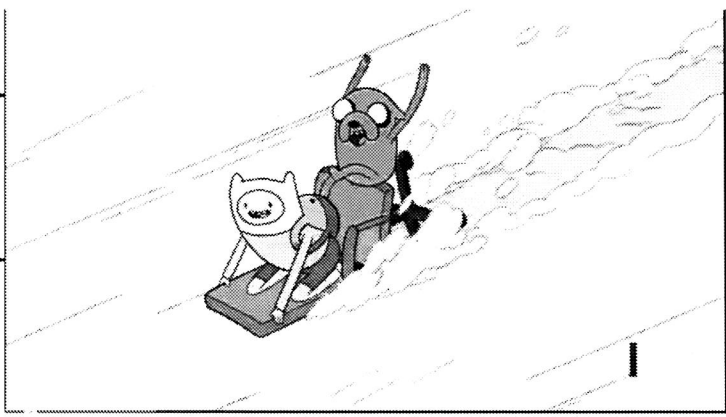
day night



Dialog:

Action:

Timing:



(F+J) : LAUGHING :

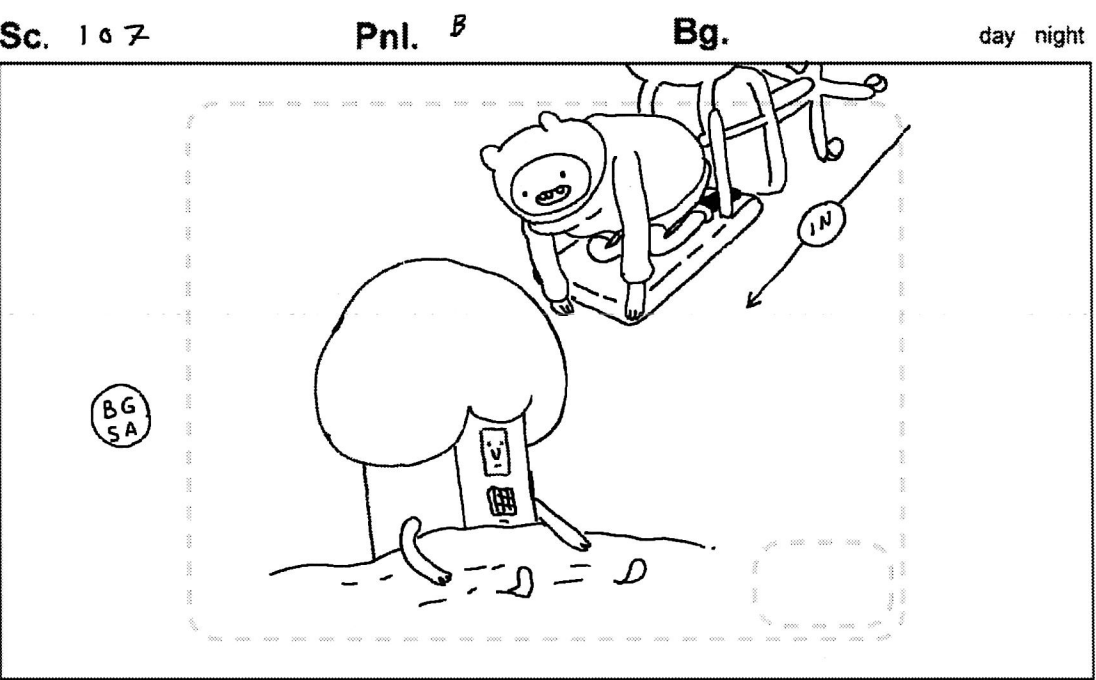
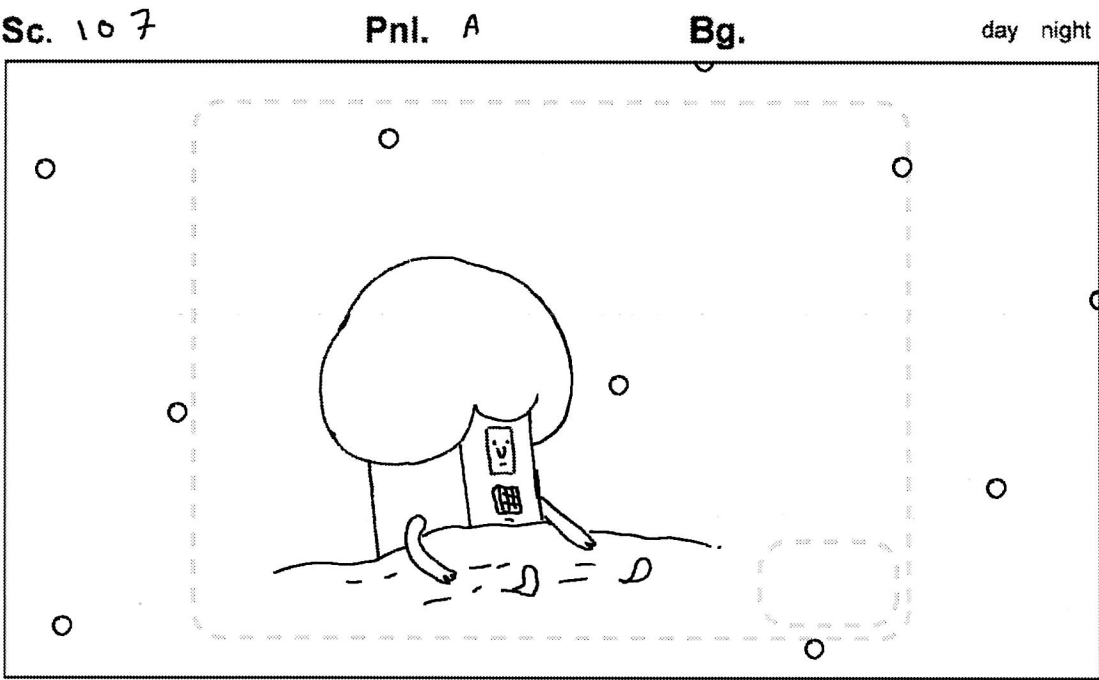
1034-224

EPISODE #

Production :

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ADVENTURE TIME



Dialog:
(M) HUH?
(F+J) HA HA HA HA!
Action:
Timing:

1034-224

EPISODE #

Production :

ADVENTURE TIME



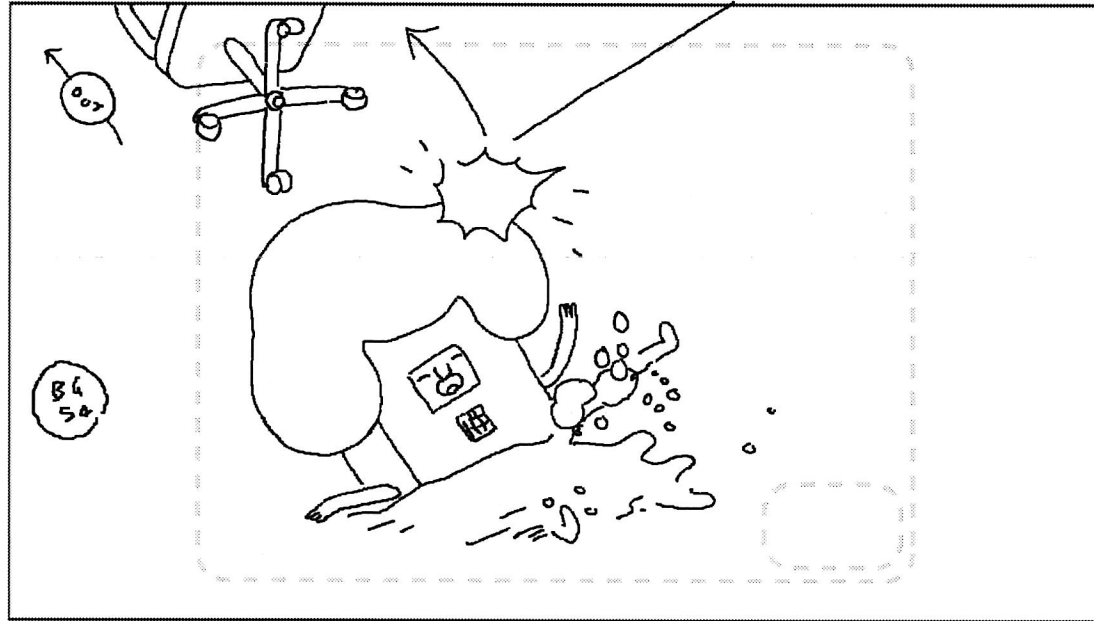
Page 124

Sc. 107

Pnl. C

Bg.

day night

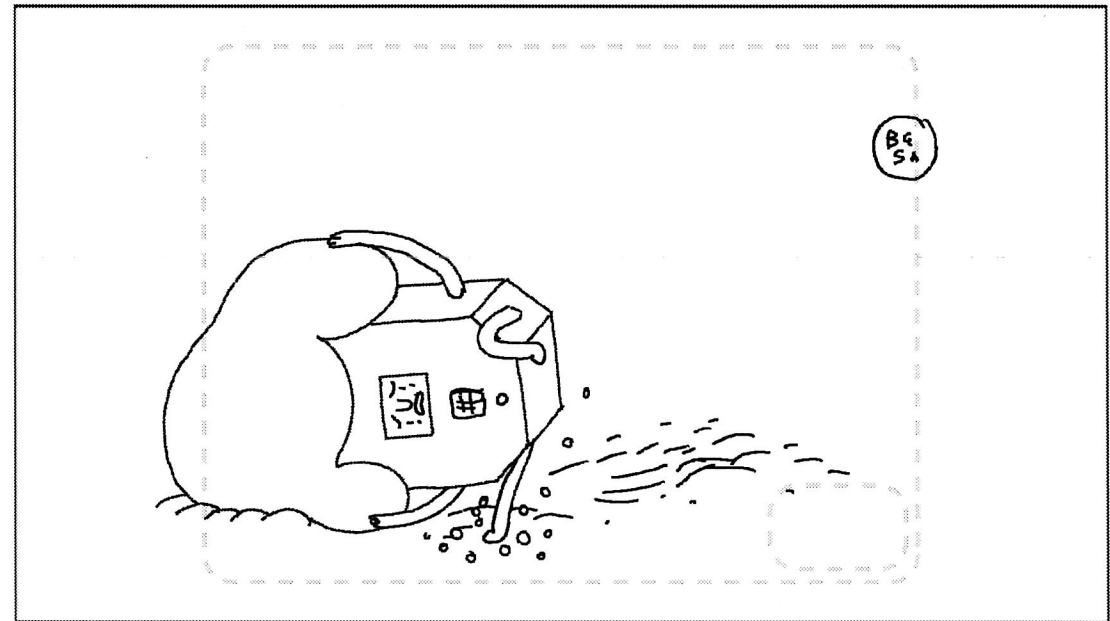


Sc. 107

Pnl. D

Bg.

day night



Dialog:

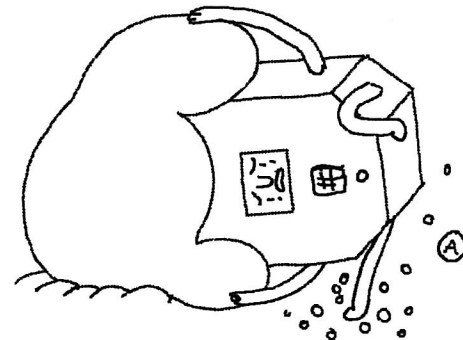
(SFX) = GONK =

(M) OHH!!!

Action:

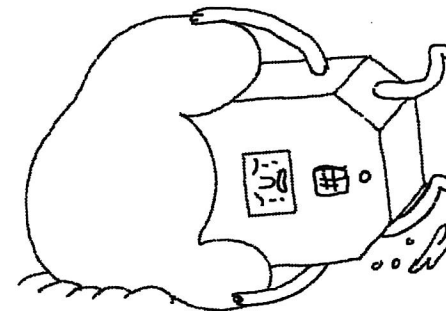
WHAT
A HIT!

Timing:

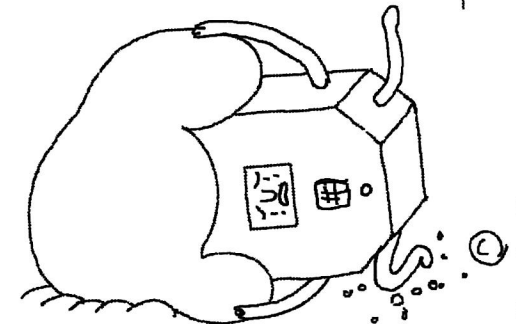


(M)

= SCREAMING AND SOBBING =



THRASHING.



A B C A B C

1034-224

EPISODE #

Production :



ADVENTURE TIME

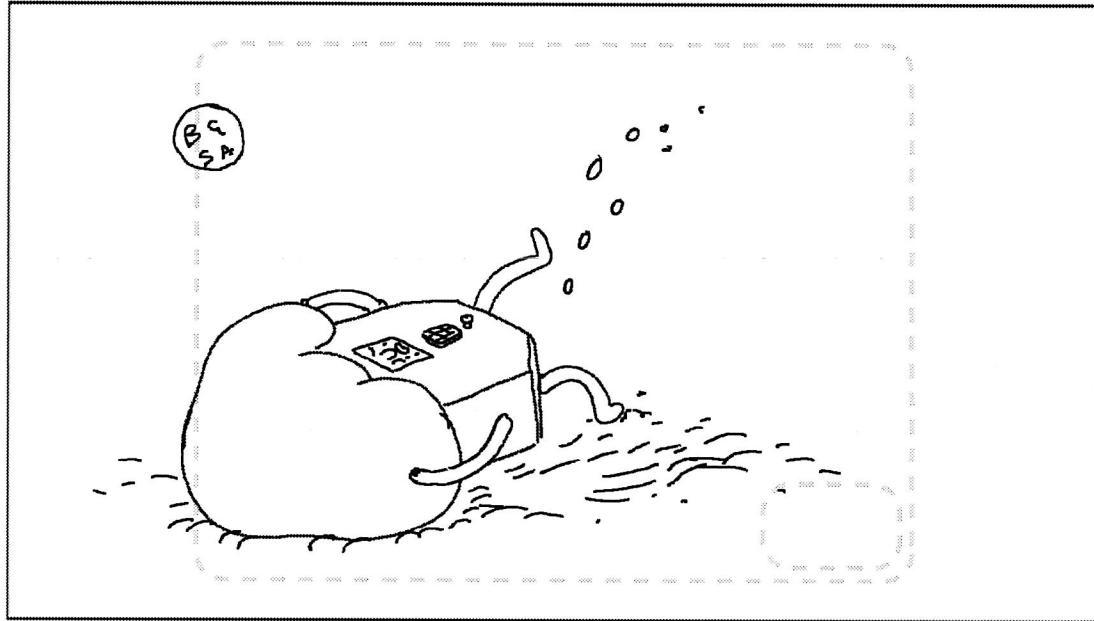
Page 125

Sc. 107

Pnl. E

Bg.

day night

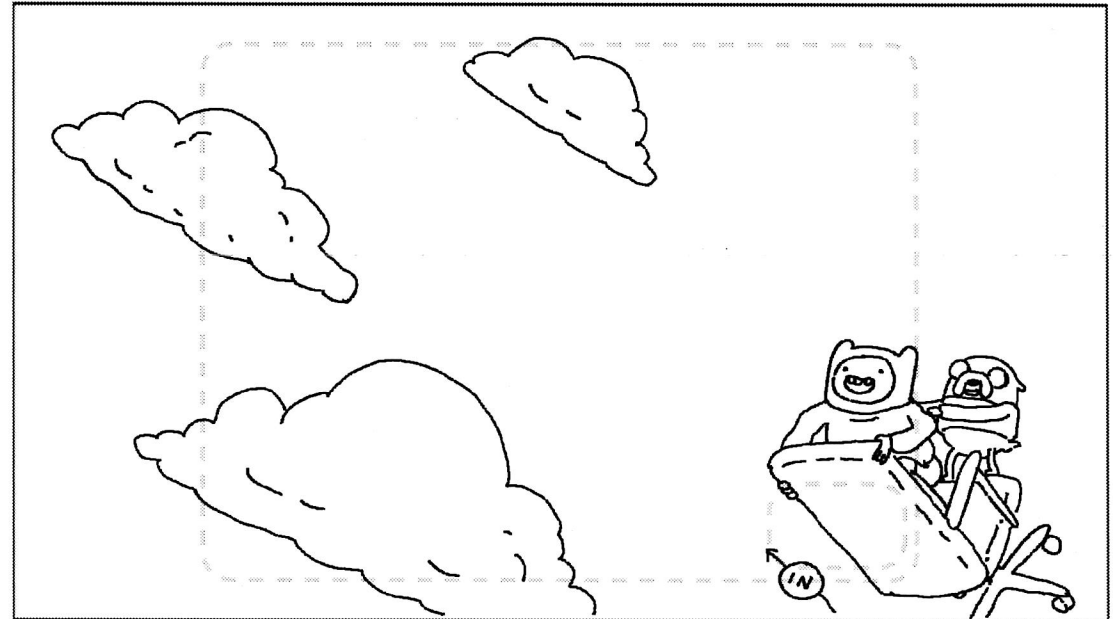


Sc. 108

Pnl. A

Bg.

day night



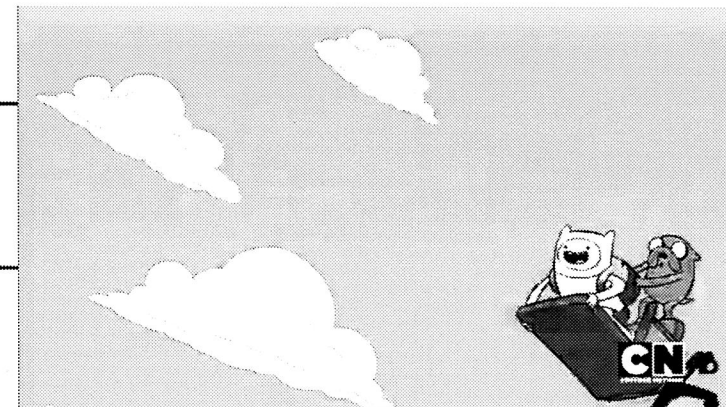
Dialog:

(M) = SCREAMING AND SOBBING =



KICKING
LIKE A
BABY.

(A B A B A B)



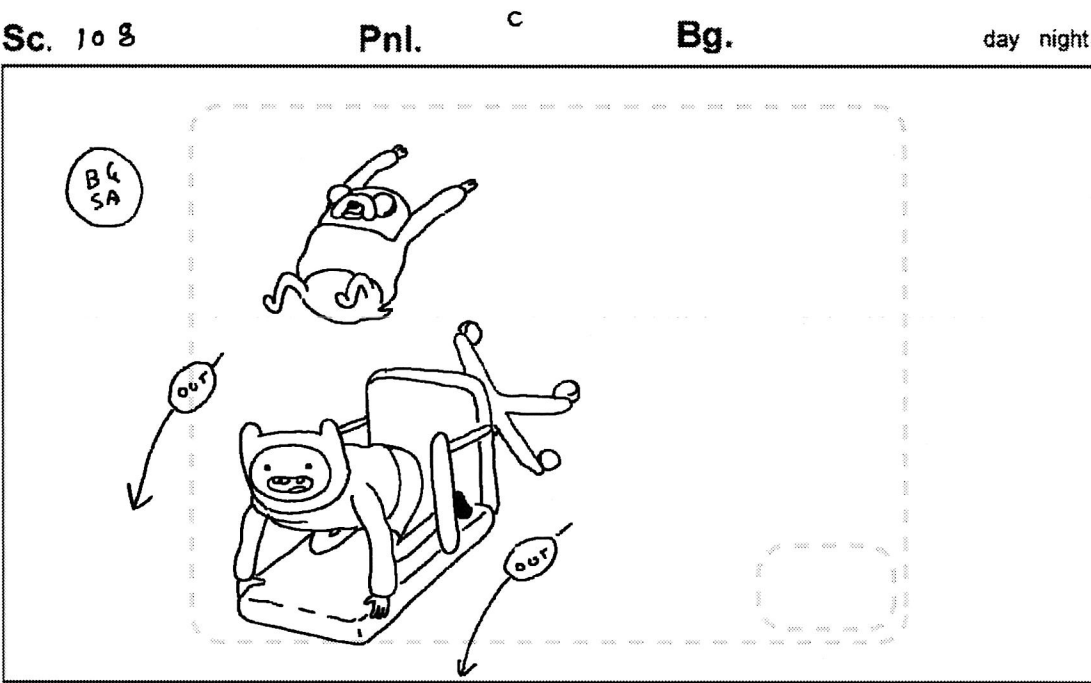
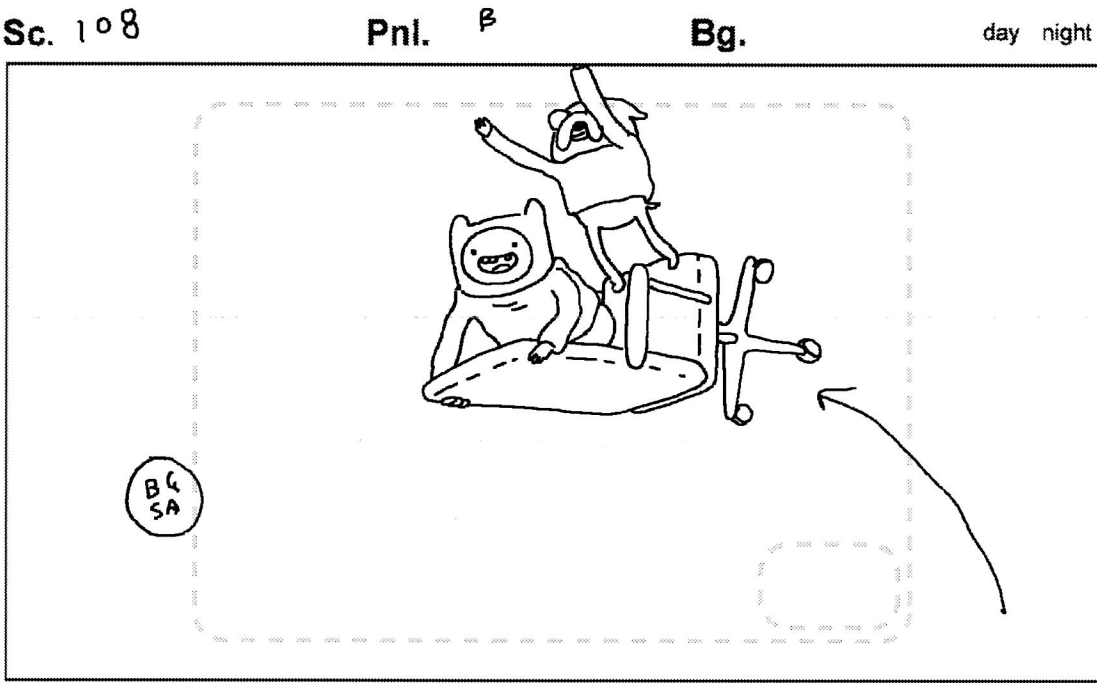
1034-224

EPISODE #

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ADVENTURE TIME



Dialog:	(F → J) LAUGHING
Action:	
Timing:	

1034-224

EPISODE #

Production :

ADVENTURE TIME



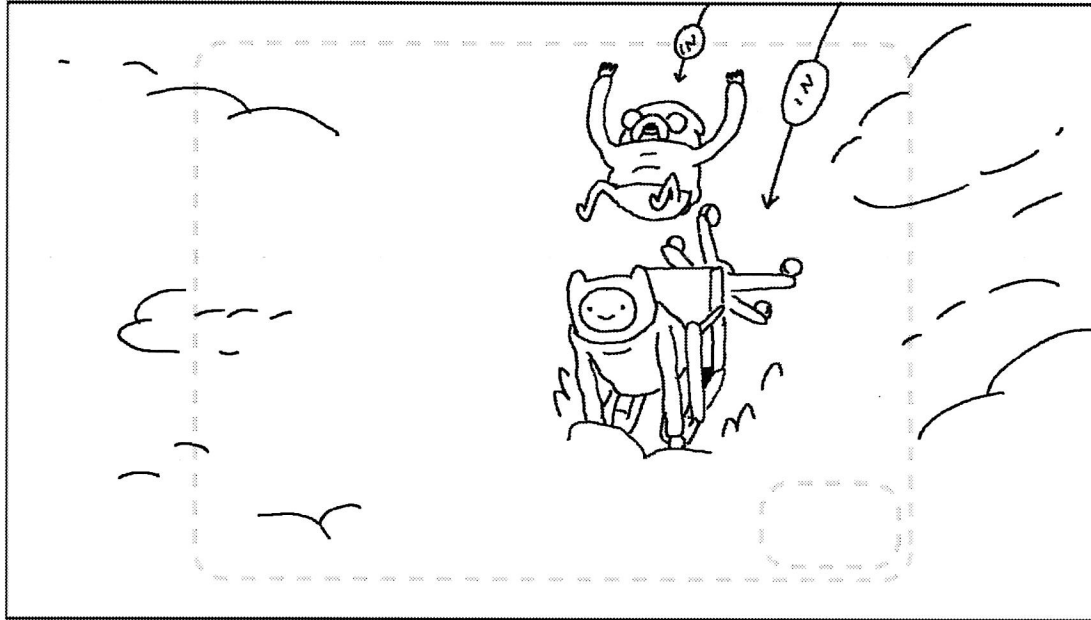
Page 127

Sc. 109

Pnl. A

Bg.

day night

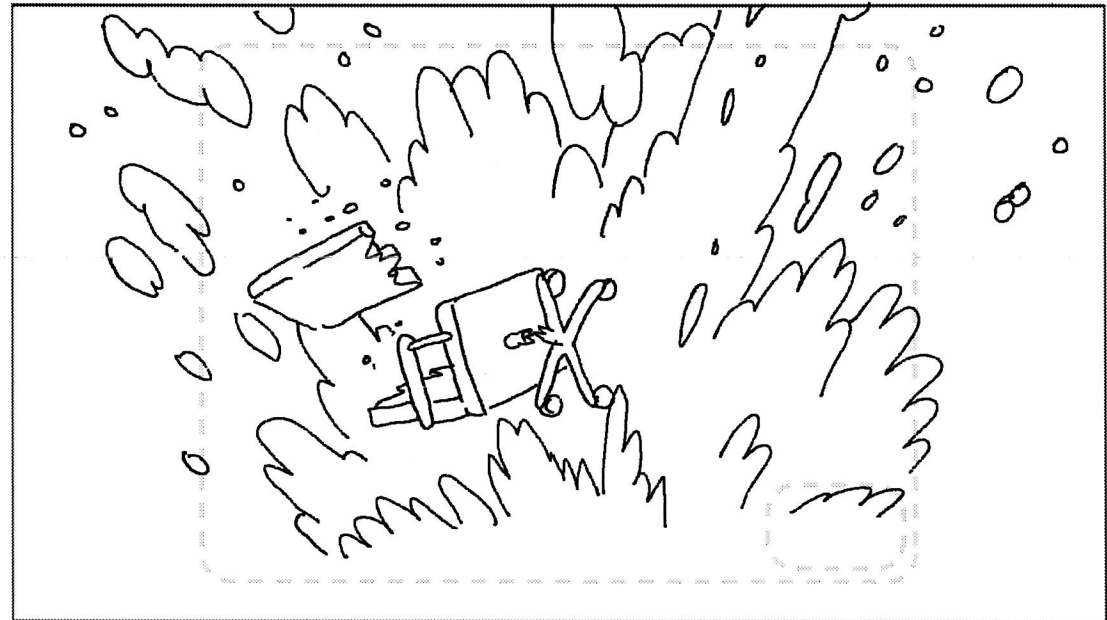


Sc. 109

Pnl. B

Bg.

day night

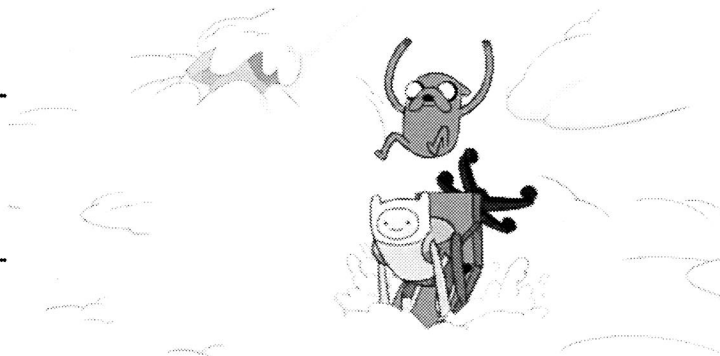


Dialog:

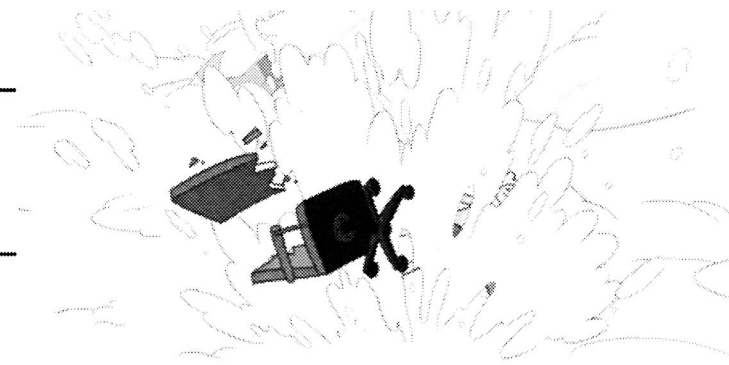
(F+J)

W H E E E ! H A H A

Action:



Timing:



1034-224

EPISODE #

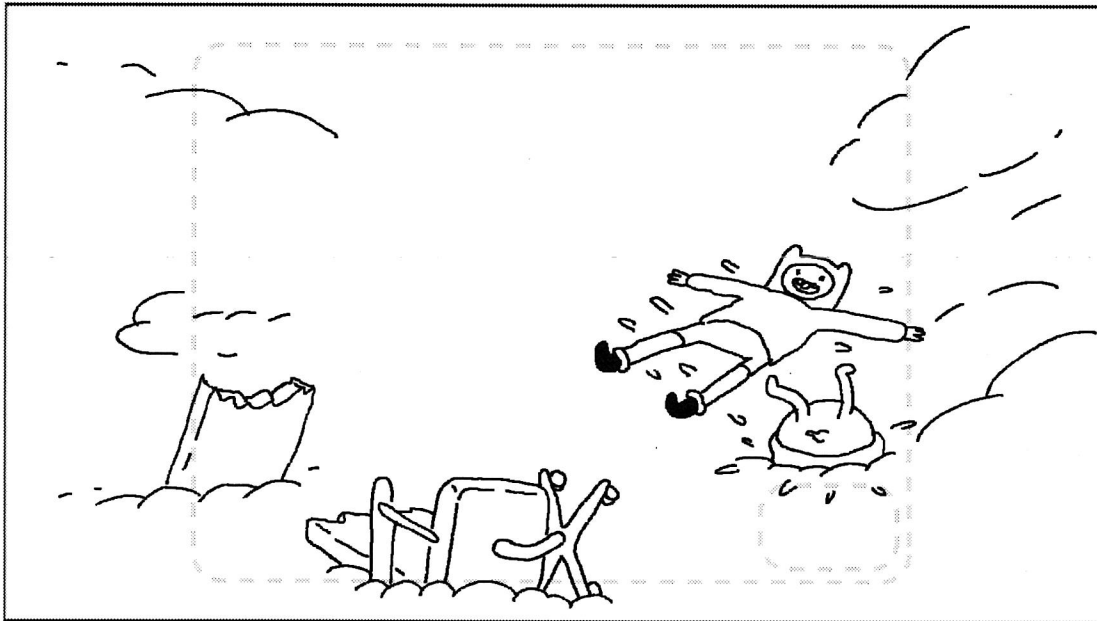
Production :

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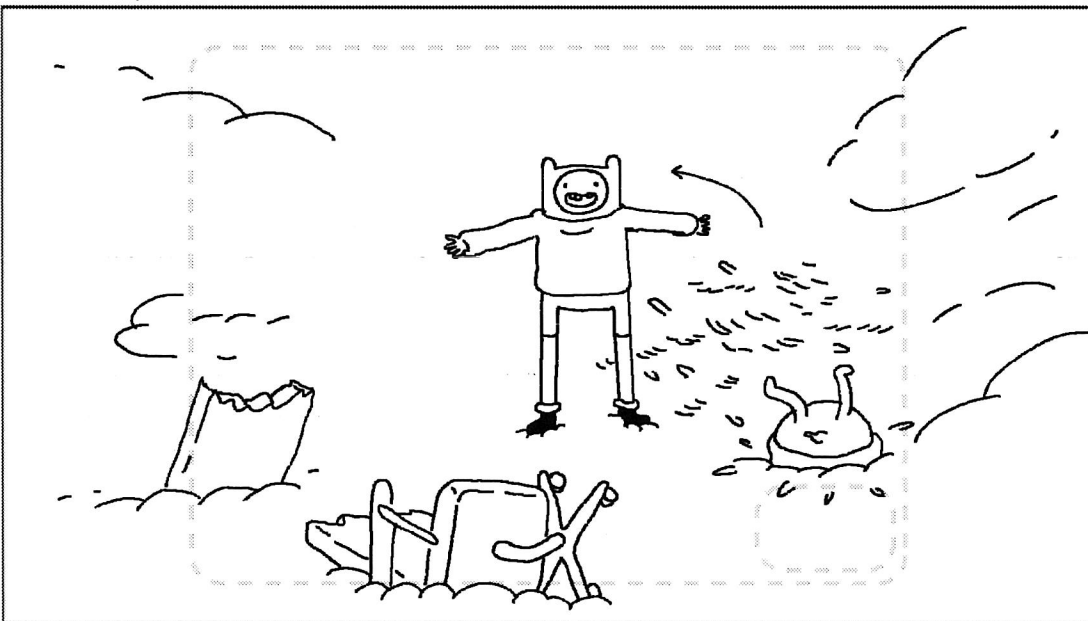
ADVENTURE TIME

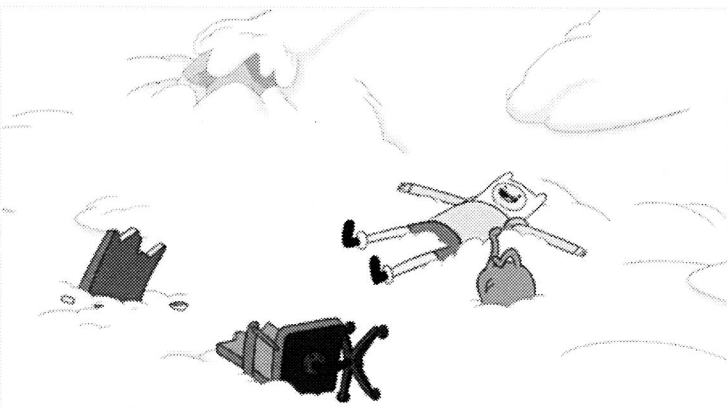


Sc. 109 Pnl. C Bg. day night



Sc. 109 Pnl. D Bg. day night



Dialog:	
Action:	
Timing:	

(F) HAHHA, CLASSIC!

1034-224

EPISODE #

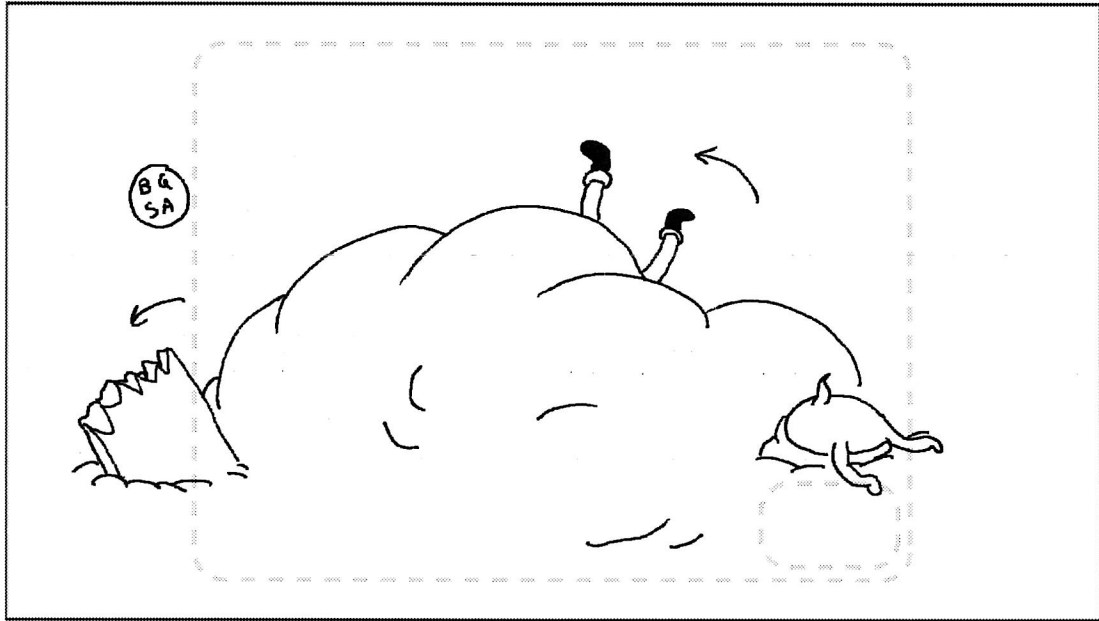
Production :

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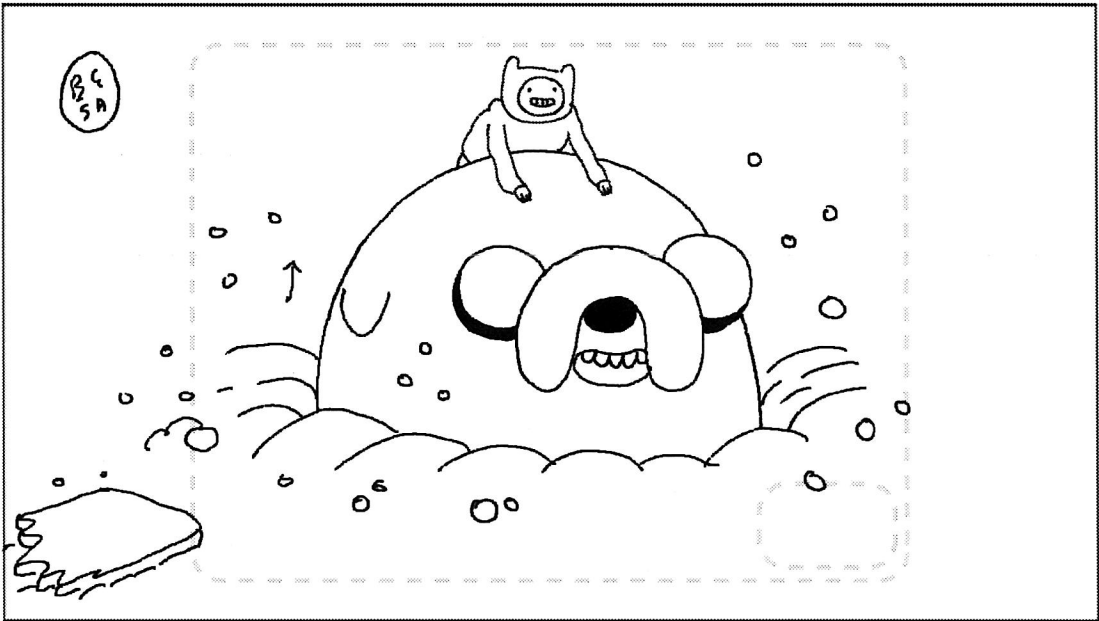
ADVENTURE TIME



Sc. 109 Pnl. E Bg. day night



Sc. 109 Pnl. F Bg. day night



Dialog:	Y/ YEAH!
Action:	
Timing:	

EPISODE # 1034-224
Production :

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ADVENTURE TIME

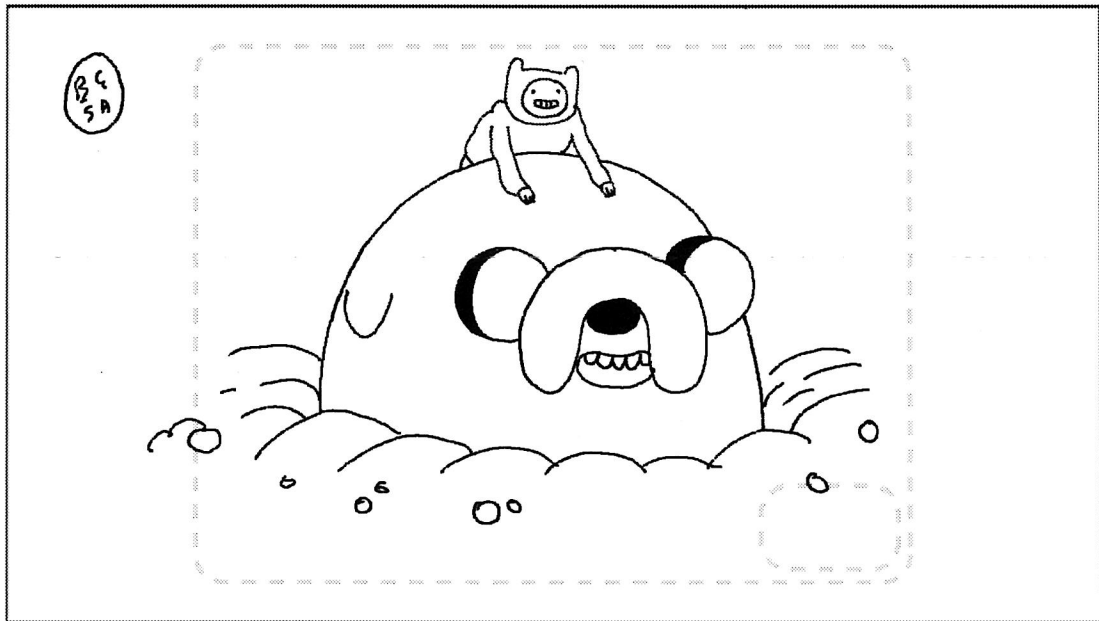


Sc. 109

Pnl. 6

Bg.

day night

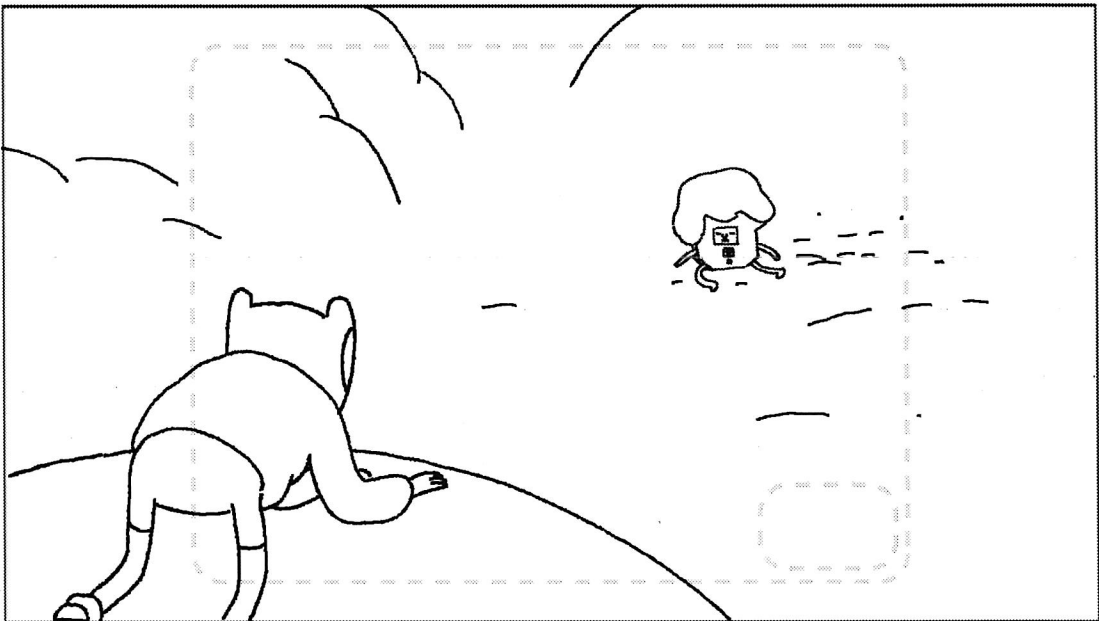


Sc. 110

Pnl. 4

Bg.

day night



Dialog:

U/ DID YOU SEE WHAT
WE DID , MOE!?!

M/ THIS IS HORSEPLAY!
STOP IT !

Action:

Timing:

SOBBING

EPISODE # 1034-224

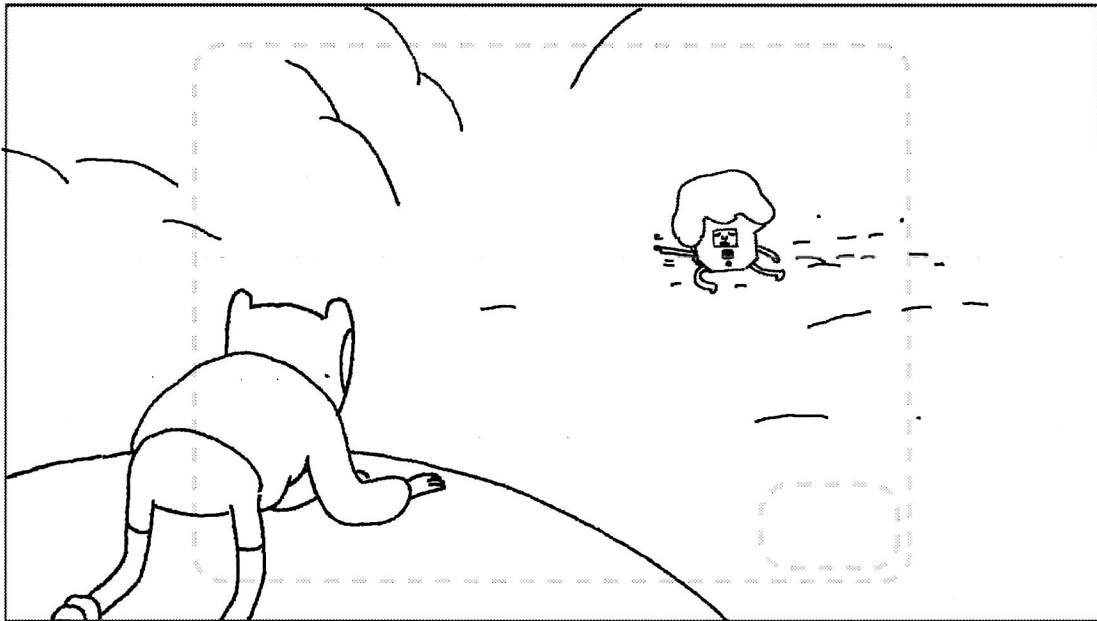
Production :

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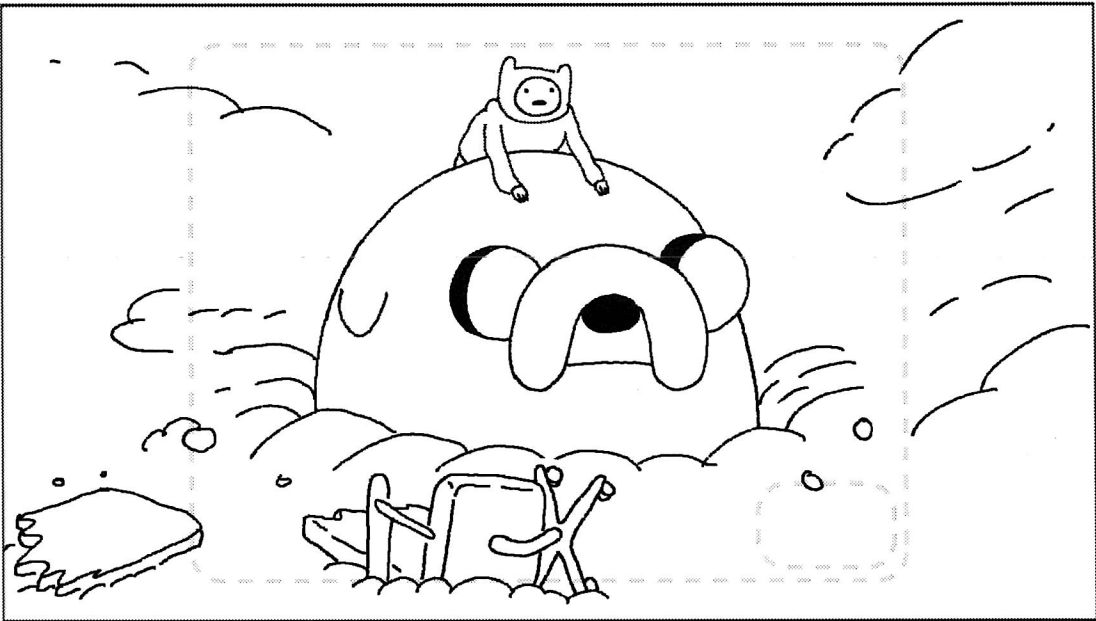
ADVENTURE TIME



Sc. 110 Pnl. B Bg. day night



Sc. 111 Pnl. C Bg. day night



Dialog:	
(M) WE NEED TO GO INSIDE AND DO WHAT <u>I</u> WANT TO DO!	(F) OH . . . IF YOU WANT.
Action:	
POINTING ARM SHAKING	
Timing:	

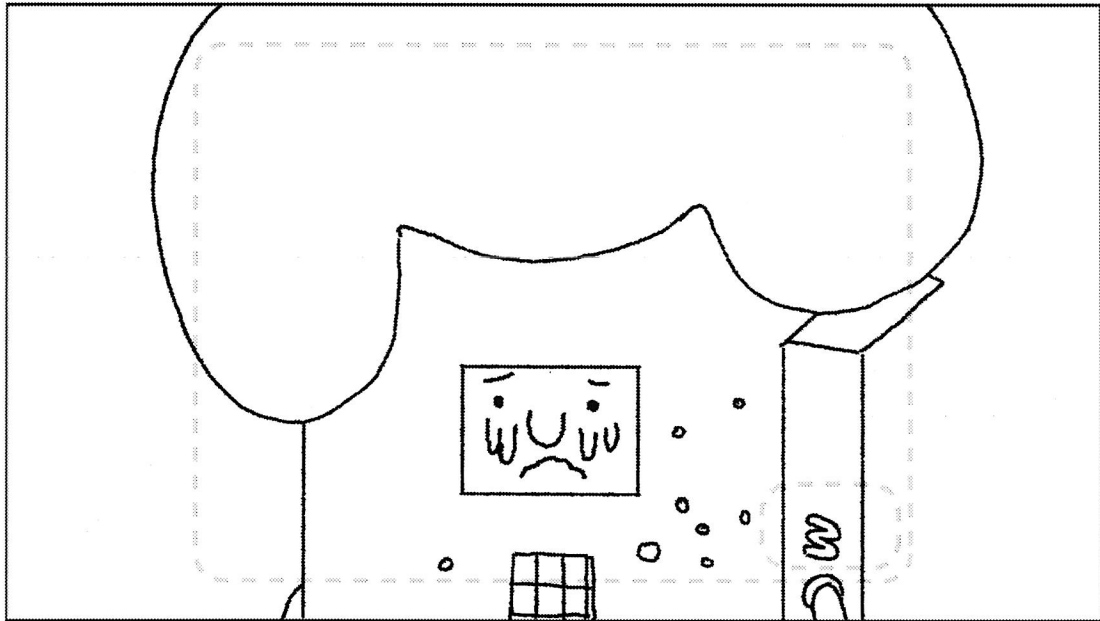
1034-224
EPISODE #
Production :

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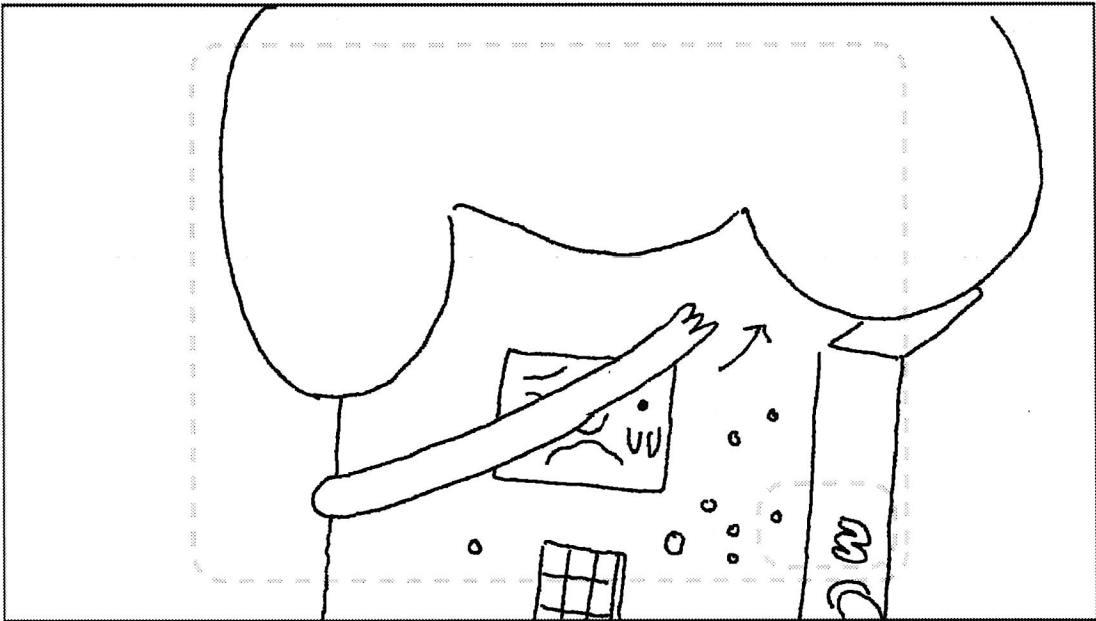
ADVENTURE TIME



Sc. 112 Pnl. A Bg. day night



Sc. 112 Pnl. B Bg. day night



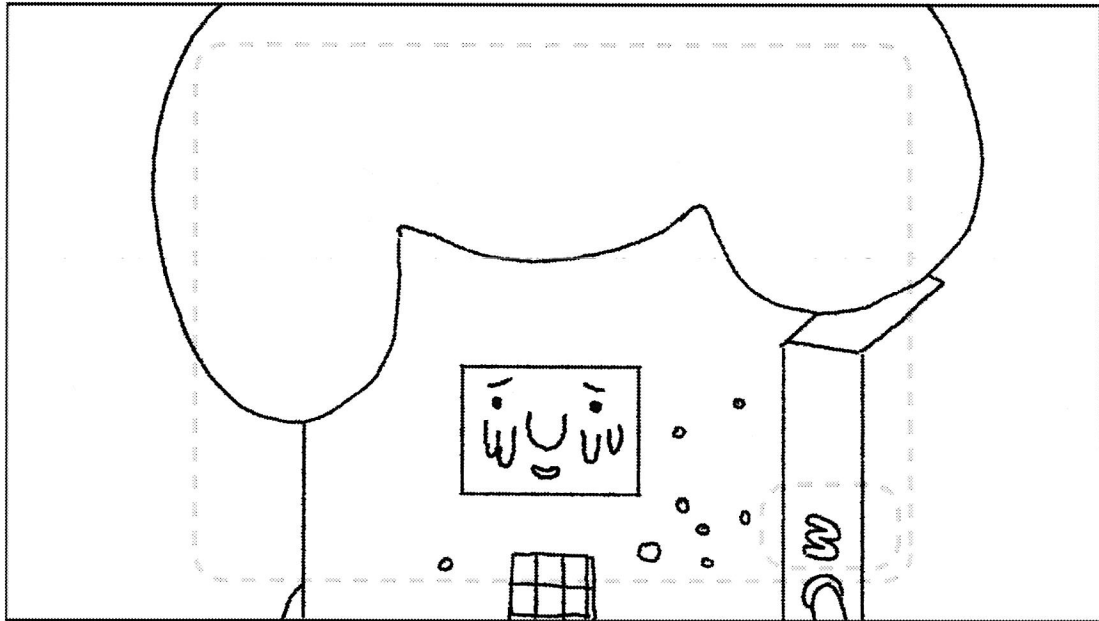
Dialog:
(M) : WHIMPER :
Action:
WIPES EYE
Timing:

1034-224 EPISODE # Production :

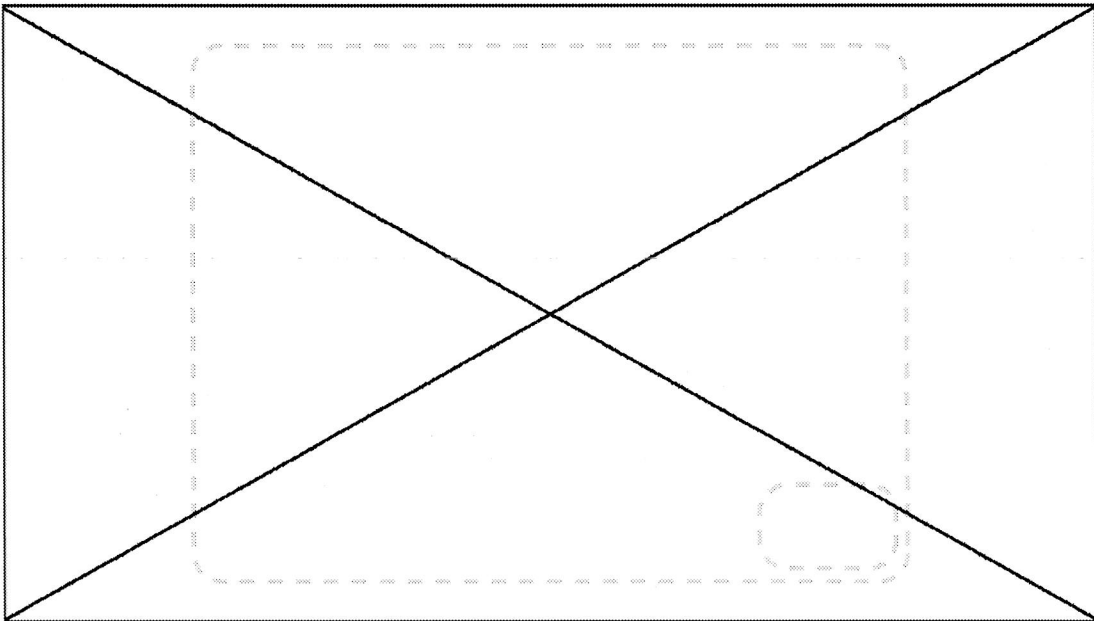
ADVENTURE TIME



Sc. 112 Pnl. c Bg. day night



Sc. Pnl. Bg. day night



Dialog:	(M) YEAH.
Action:	
Timing:	SMALL & WEAK, LIKE A WIDDLE BABY

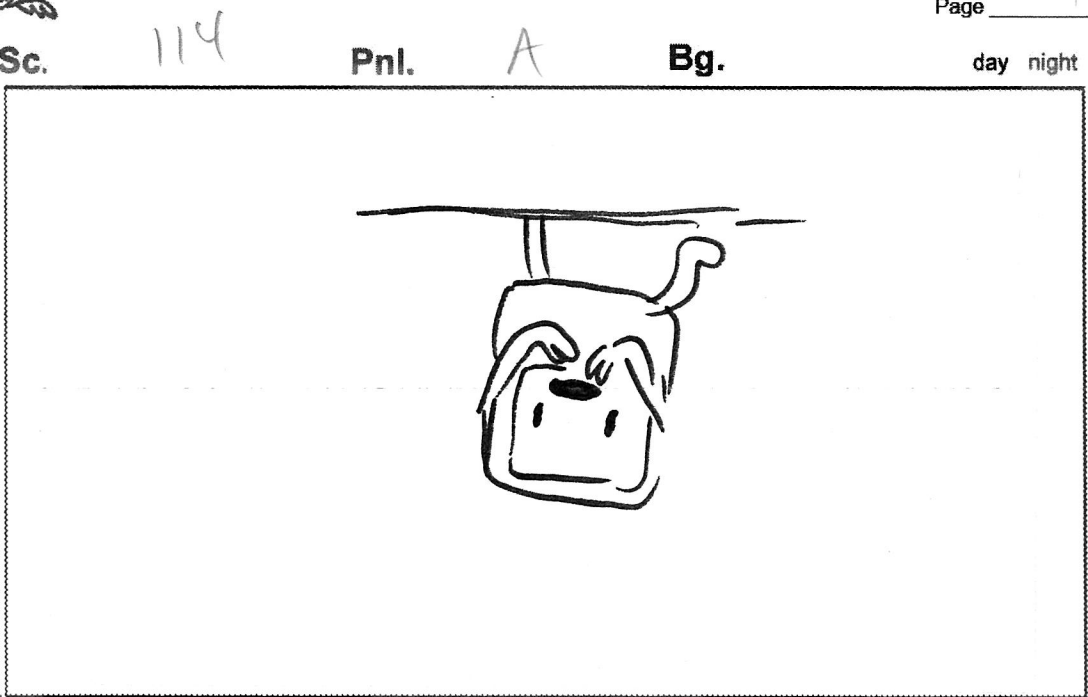
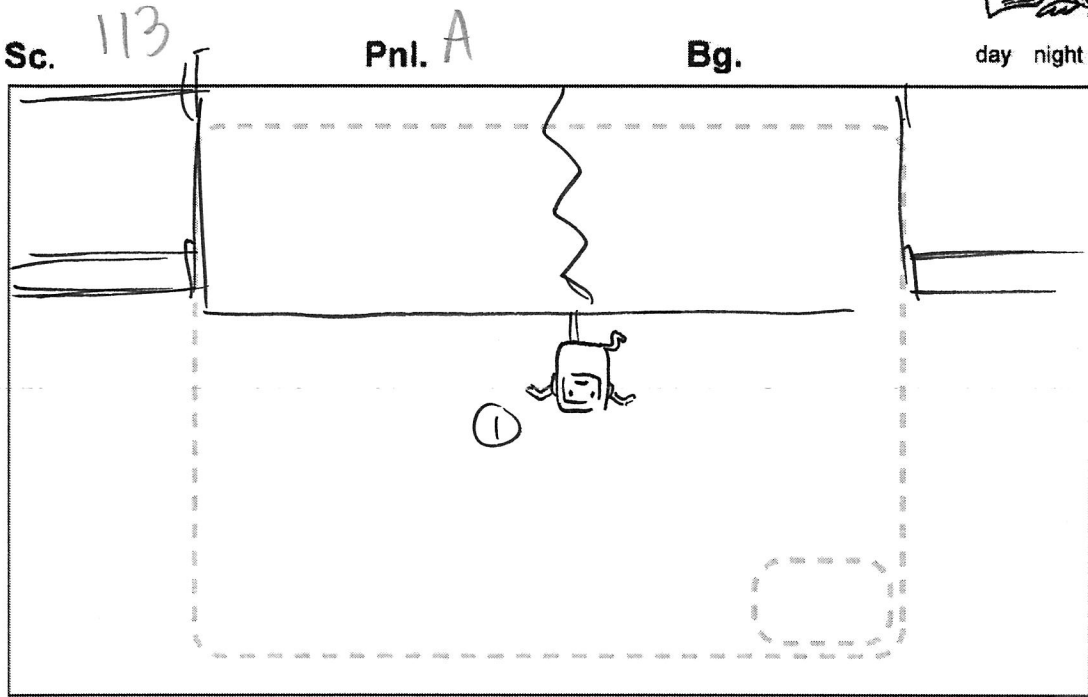
1034-224

EPISODE #

Production :

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ADVENTURE TIME



Dialog: (BMO) (3:) DMO!?!...
(4:) Hello?!... (BMO:) ... Anybody?...

Action: (2) (3) (4) - BMO yells up shaft.

Timing:

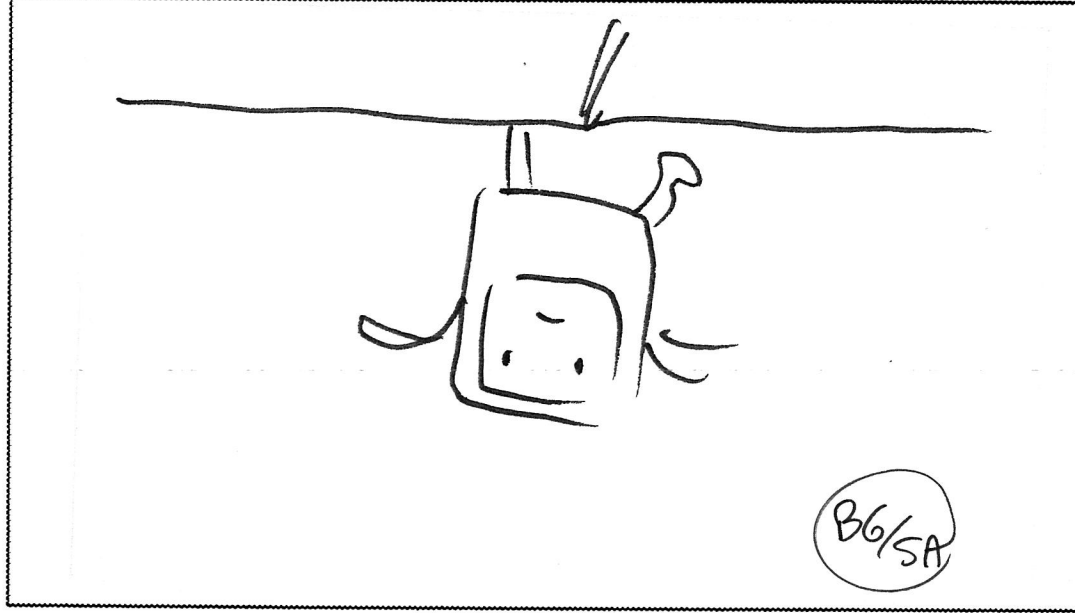
EPISODE # 1034-224 Production :

ADVENTURE TIME

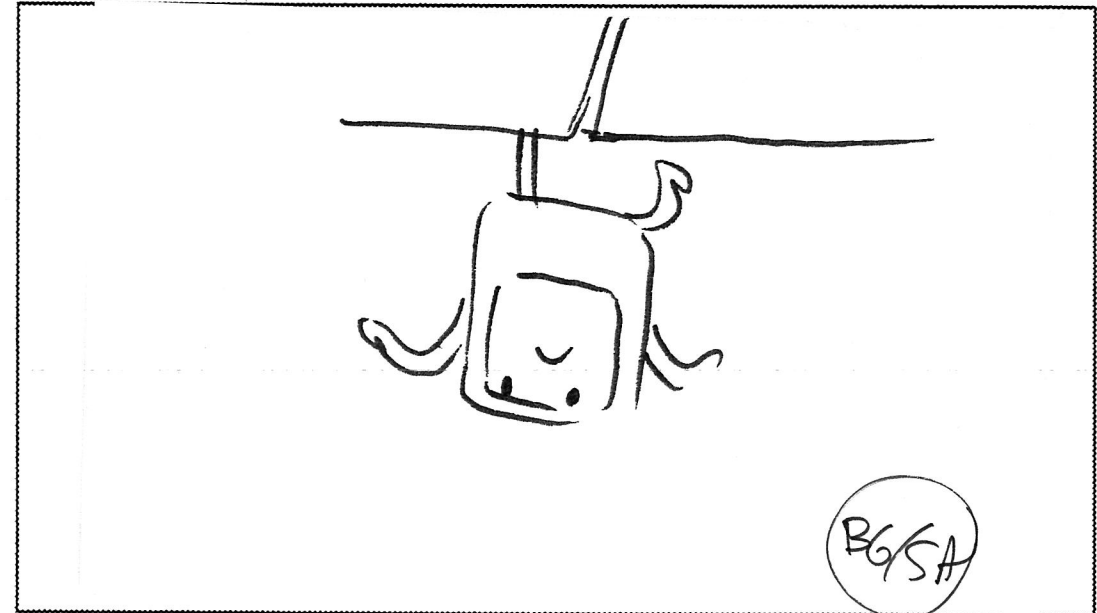


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Sc. 114 Pnl. B Bg. day night



Sc. 114 Pnl. C Bg. day night



Dialog:	
Action:	- BMO looks down shaft.
Timing:	

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1034-224
EPISODE # 2
Production :

ADVENTURE TIME



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Page _____

Sc.

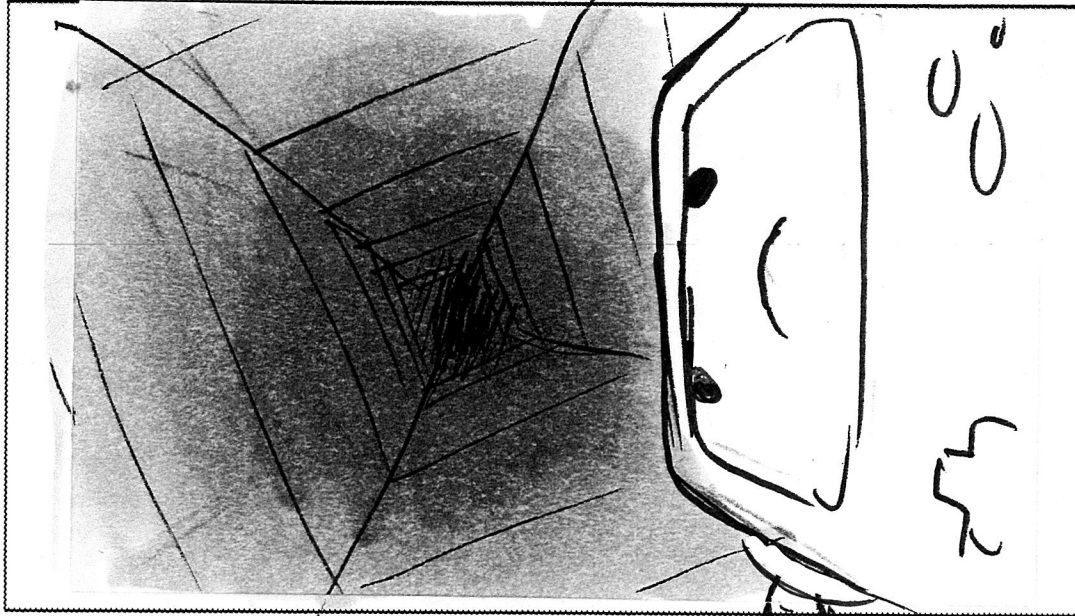
115

Pnl.

A

Bg.

day night



Sc.

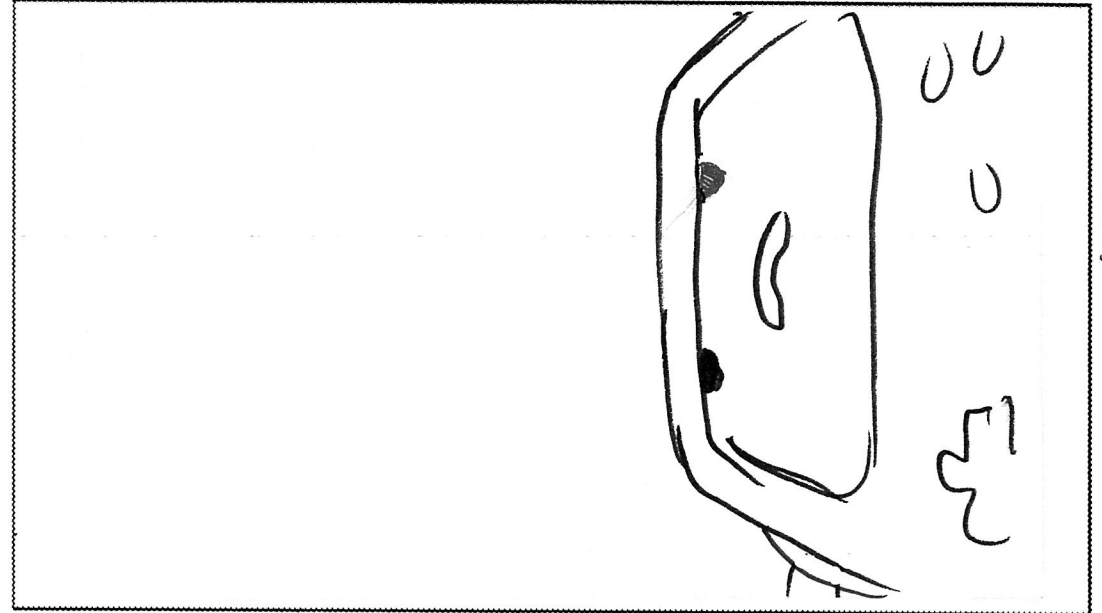
115

Pnl.

B

Bg.

day night



1034-224

EPISODE #

3

Production :

Dialog:

Action:

Timing:

(BMO) The "X" door
opened and I
fell through...

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ADVENTURE TIME



Page 137

Sc.

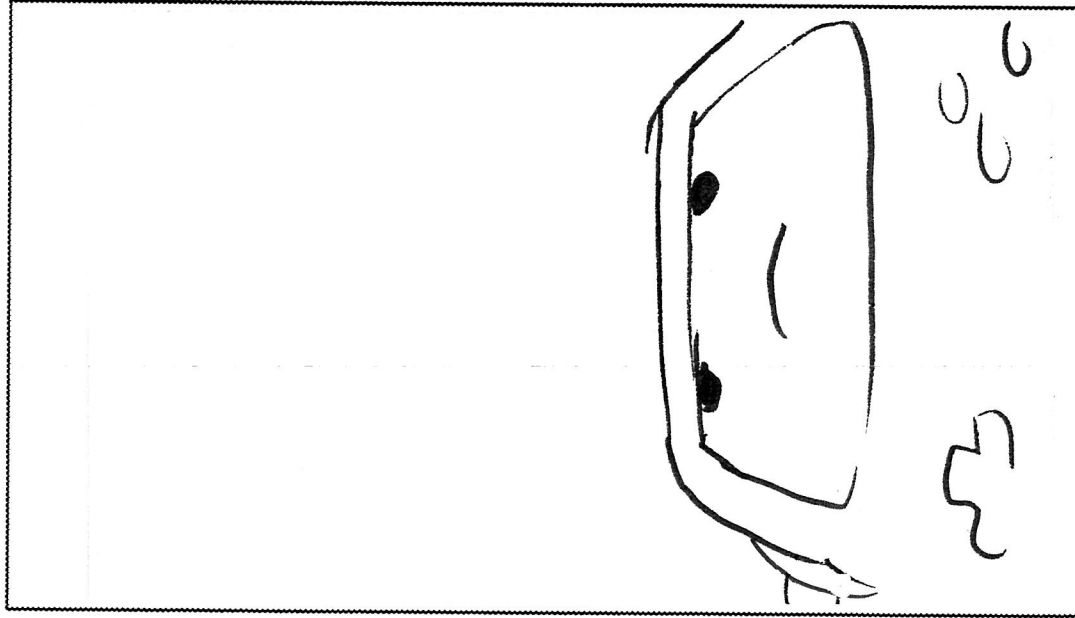
115

Pnl.

C

Bg.

day night



Sc.

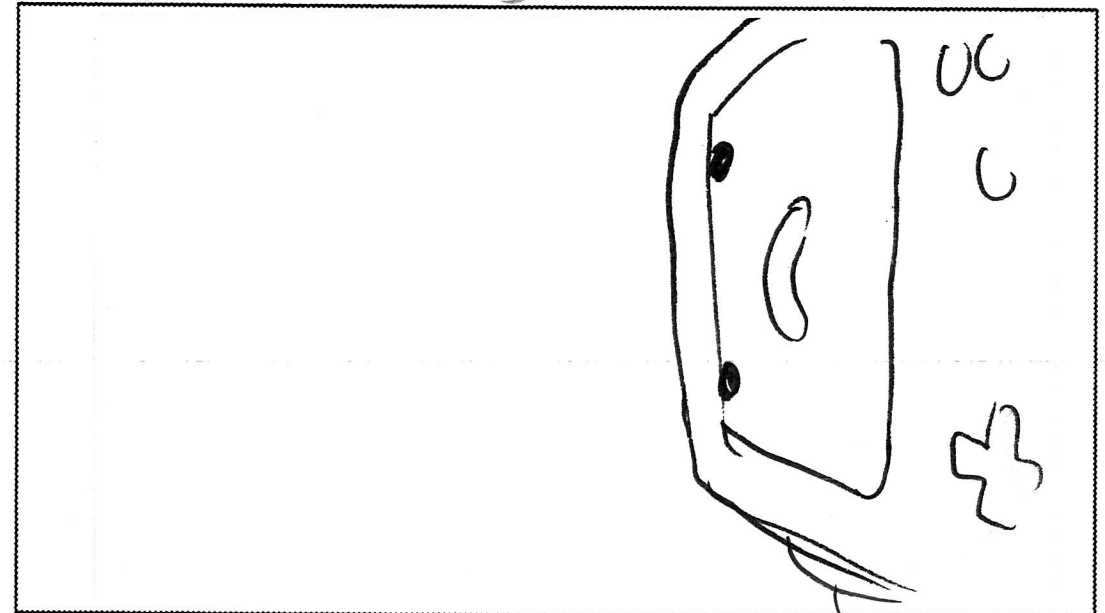
115

Pnl.

D

Bg.

day night



Dialog:

...

Action:

Timing:

(BMO) I think something went wrong with the mission...

EPISODE # 1034-224

Production :

ADVENTURE TIME



Sc. 115 Pnl. E Bg. day night

Sc. 116 Pnl. A Bg. day night

Dialog: (BMO) uh... "abort mission"

Action:

Timing:

- BEAT -

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EPISODE # 1034-224

Production :

ADVENTURE TIME



Page 139

Sc.

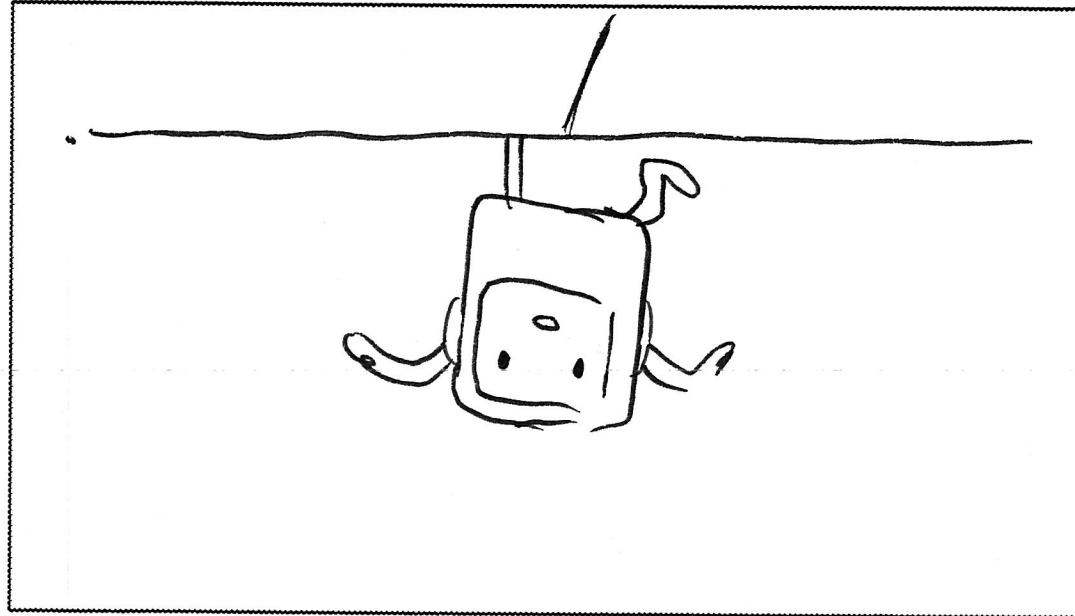
117

Pnl.

A

Bg.

day night



Sc.

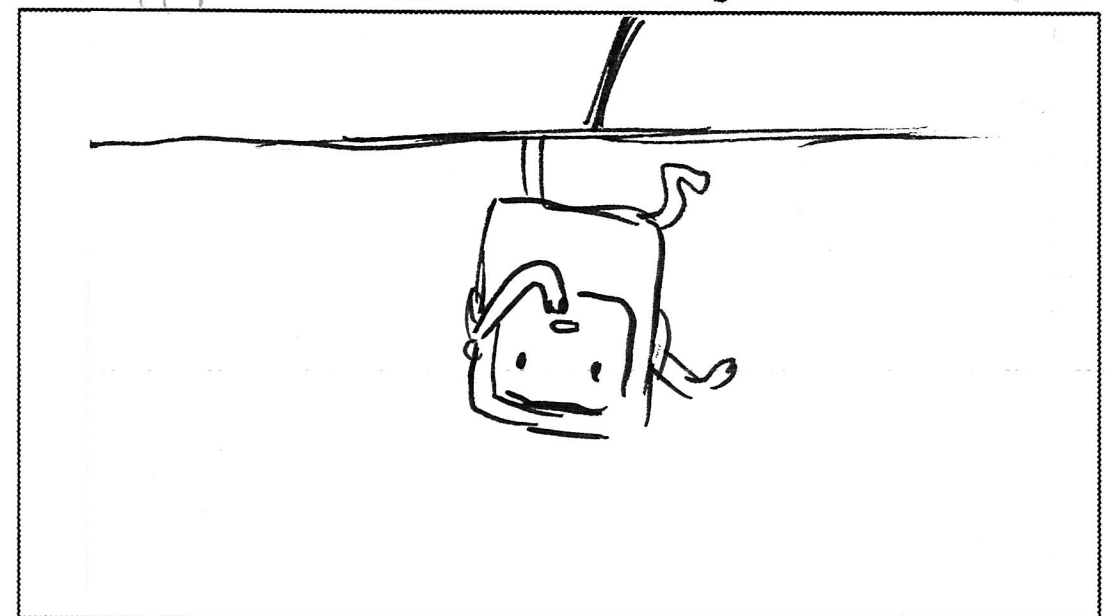
117

Pnl.

B

Bg.

day night



Dialog:

BMO: unless...

→ maybe this →

Action:

- BMO thinks...

Timing:

1034-224

EPISODE #

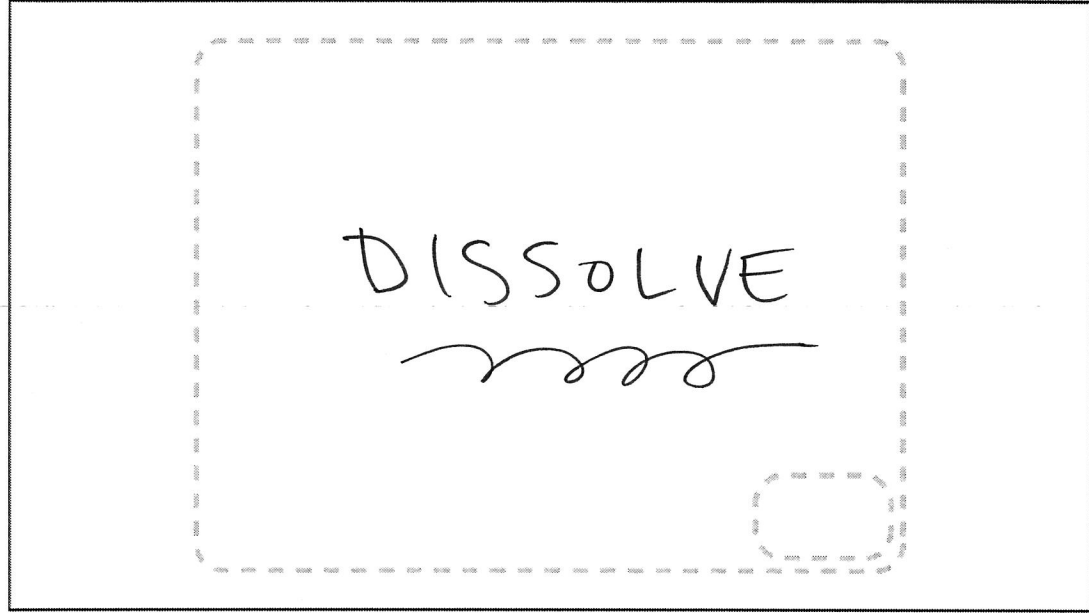
Production :

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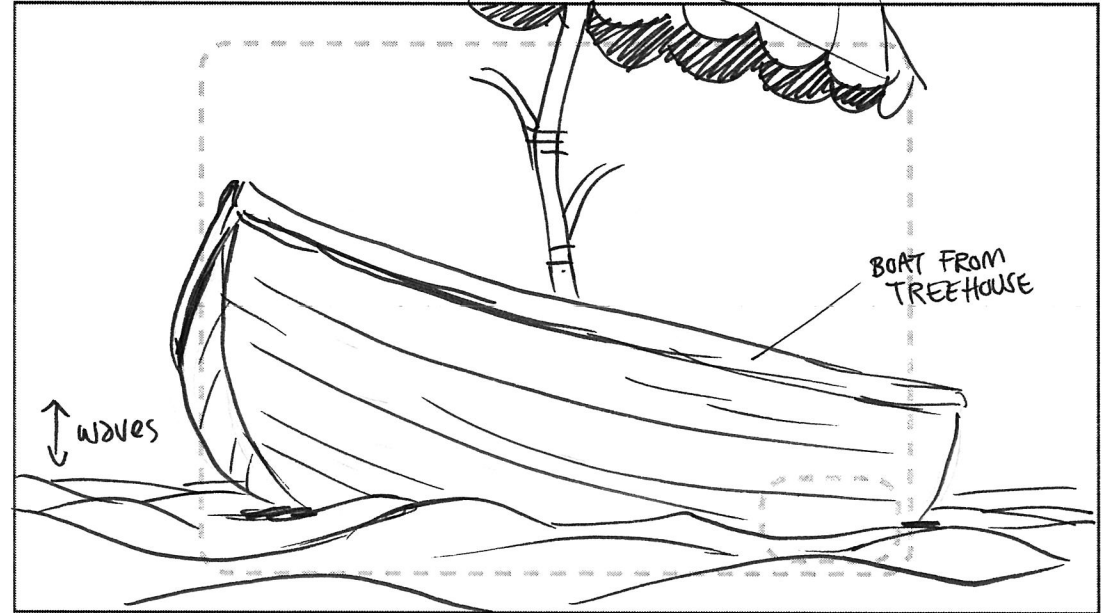
ADVENTURE TIME



Sc. 117 Pnl. C Bg. day night



Sc. 118 Pnl. A Bg. day night



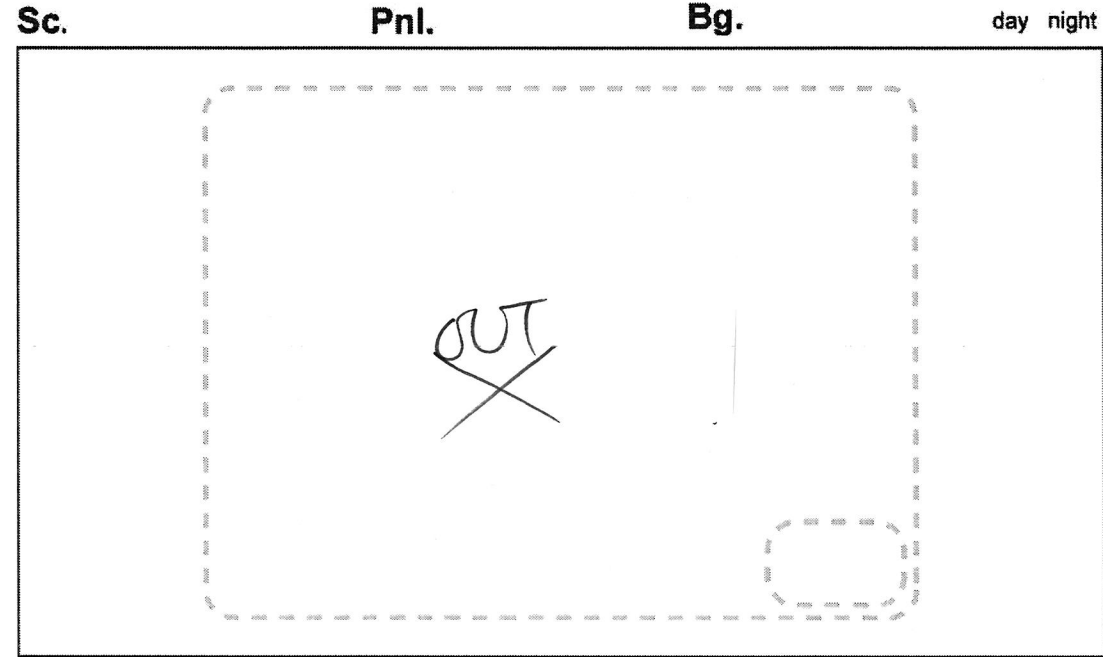
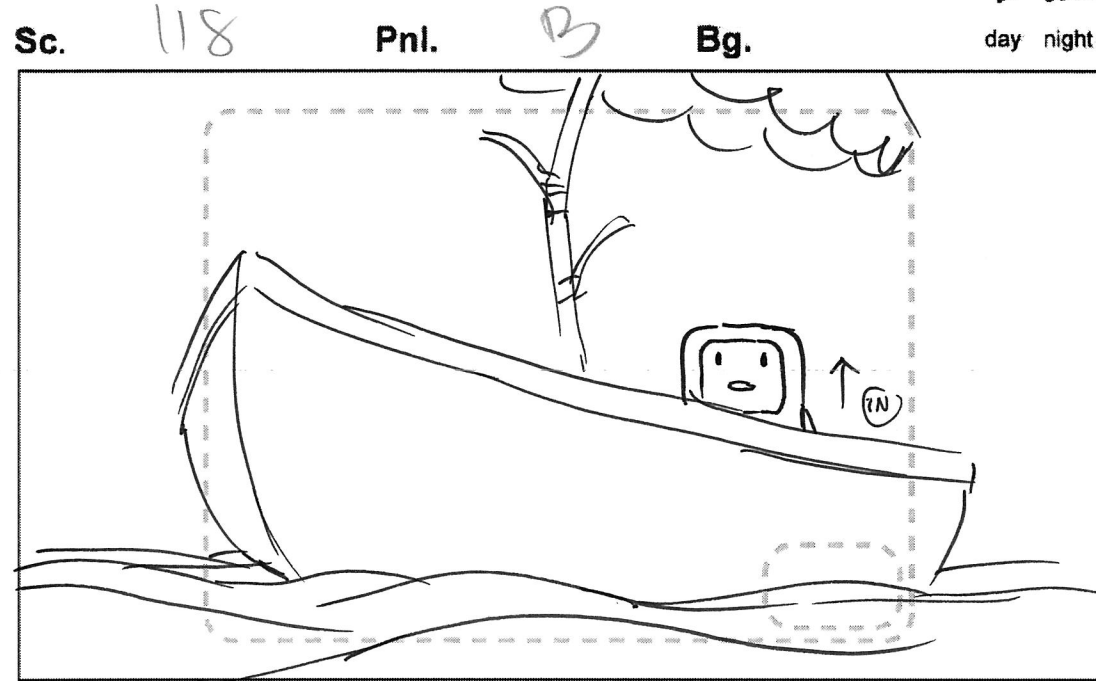
Dialog:	(BMP) → is all part of Moe's plan...
Action:	- BOAT IS STATIONARY - waves undulate.
Timing:	

EPISODE # 1034-224 Production :

ADVENTURE TIME



Page 141



Dialog:

(BMO) I mean, it doesn't
seem like it...

Action:

~ BMO stands up

Timing:

8
EPISODE # 1034-224

Production :

ADVENTURE TIME



Page 142

Sc.

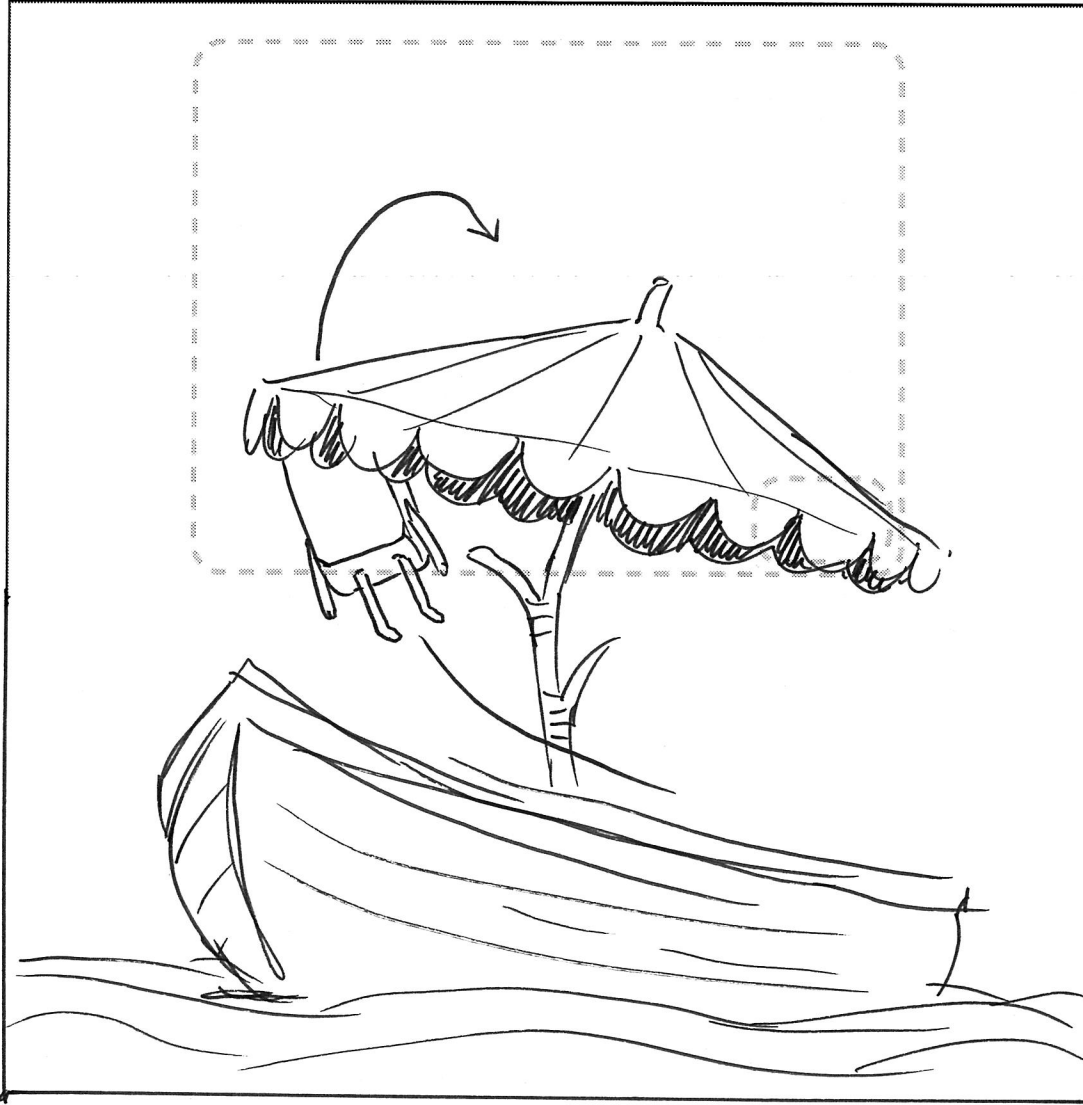
118

Pnl.

C

Bg.

day night



Dialog:
Action: <u>-BMO floats up onto umbrella</u>
Timing:

EPISODE #

1034-224

Production :

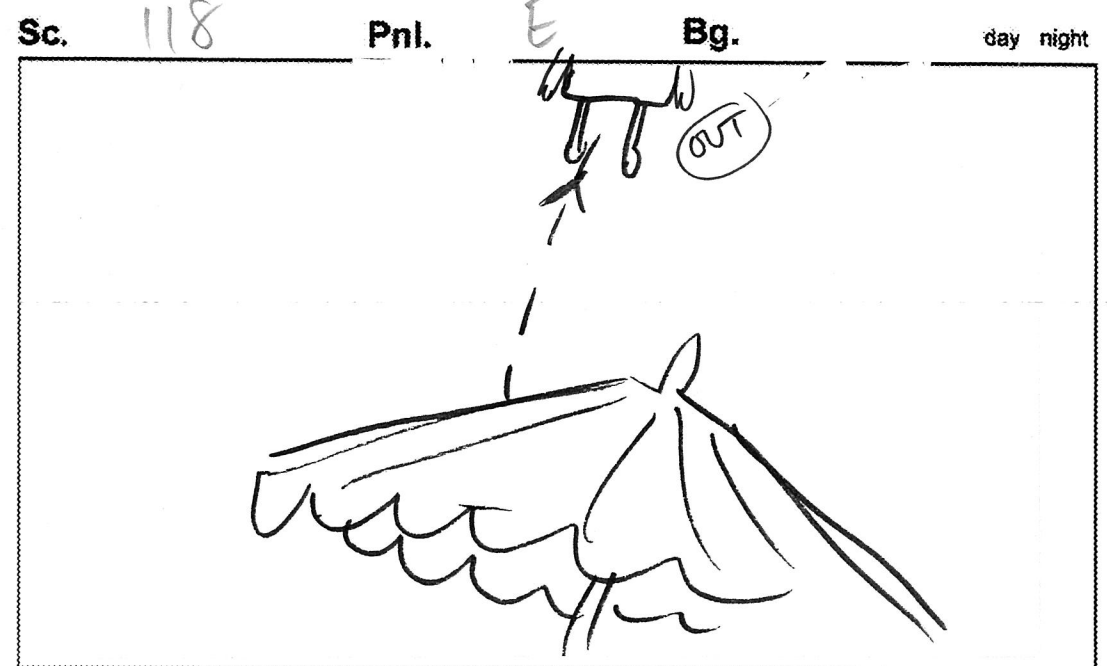
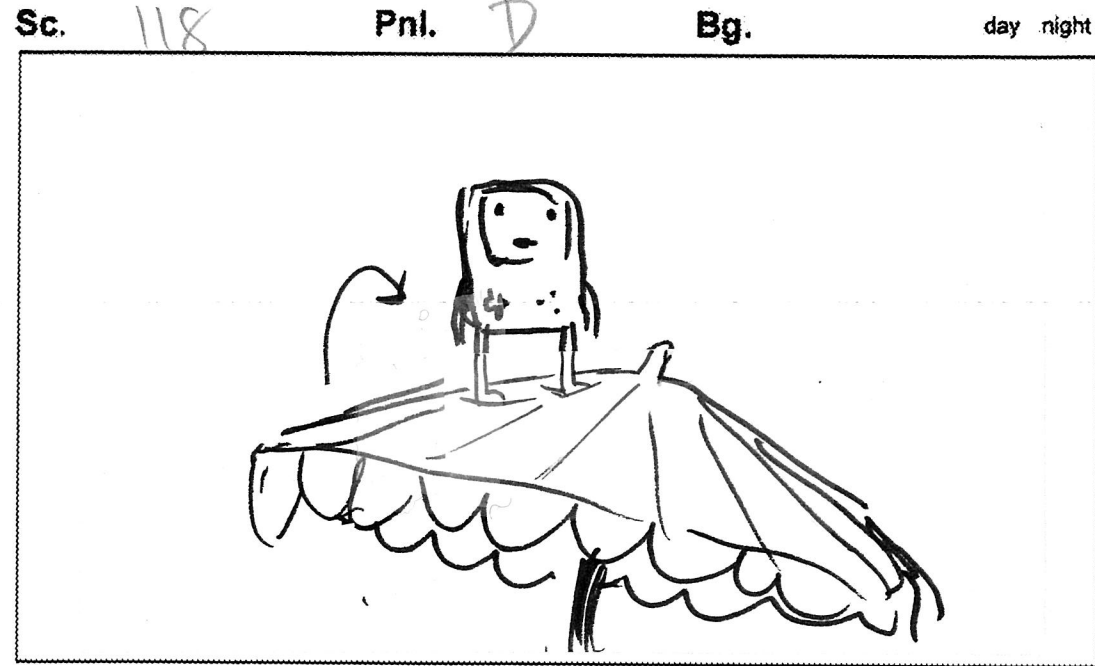
ADVENTURE TIME



Page 143

1034-224
16 EPISODE #

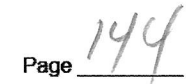
Production :



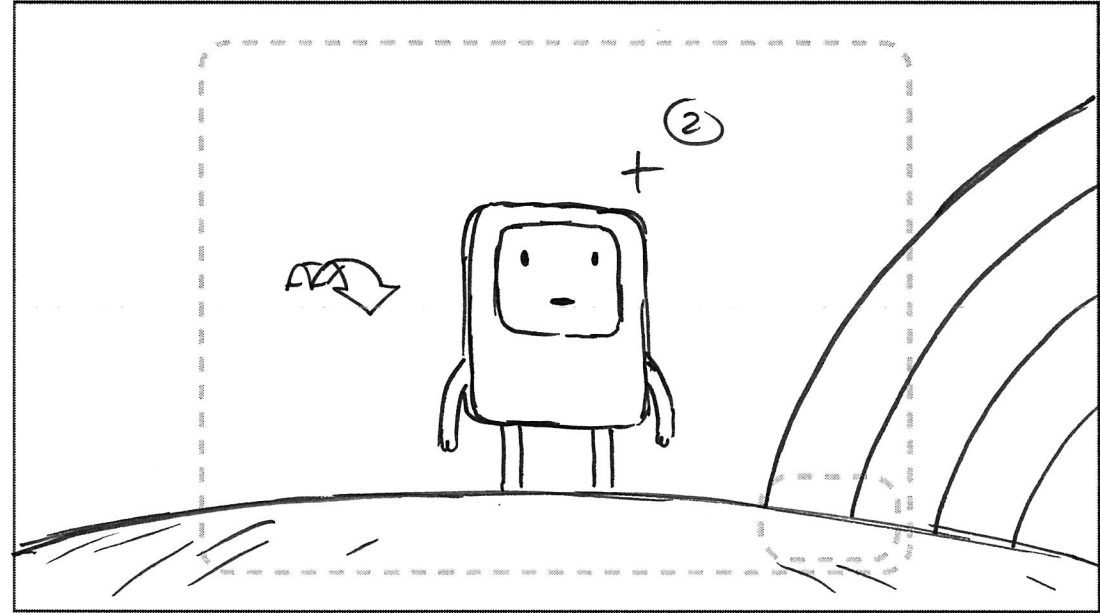
Dialog:	(BMO) But may be that's the point...
Action:	- BMO floats offscreen.
Timing:	

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Sc. 120 Pnl. A Bg. day night



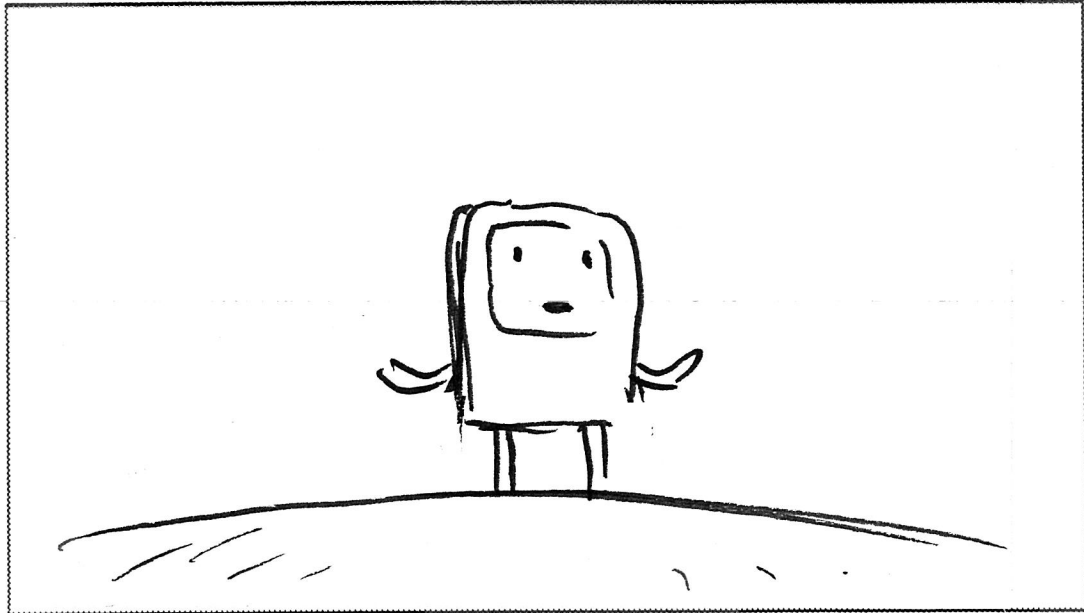
(BMO) Maybe the lesson is that,
when you're grown,

Production :

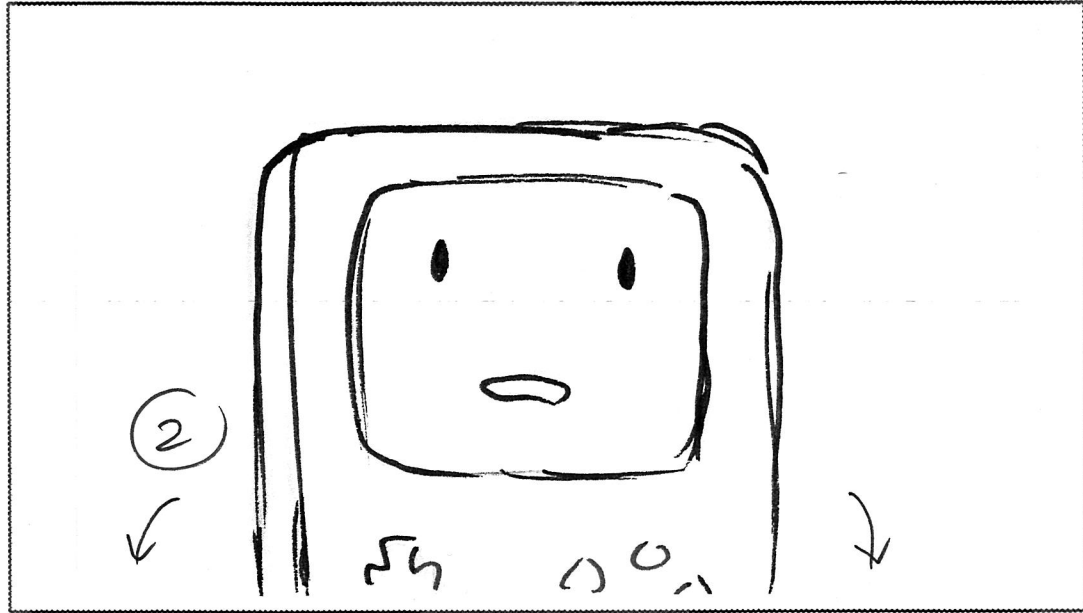
ADVENTURE TIME



Sc. 120 Pnl. B Bg. day night



Sc. 121 Pnl. A Bg. day night



1034-224

EPISODE #

Dialog: BMO → You won't ever be able to tell: if everything's going totally haywire, →

① ~~BMO~~ (BMO) → or maybe actually everything's perfectly fine.

② (SFX) ⇒ CU-CHUNK-HISSSS [hydraulic retraction]

Action:

Timing:



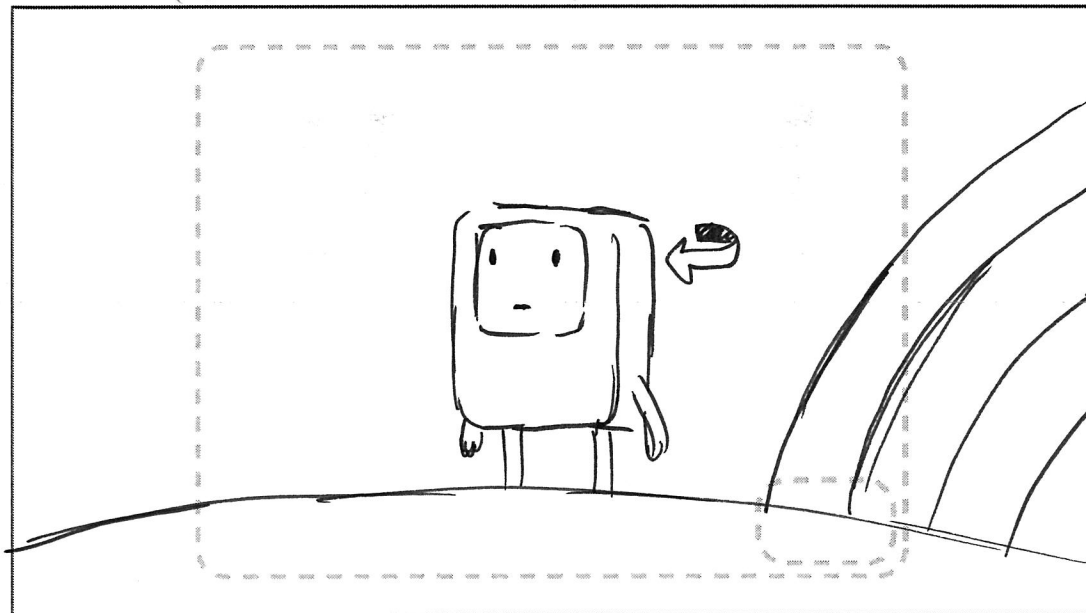
Production :

ADVENTURE TIME

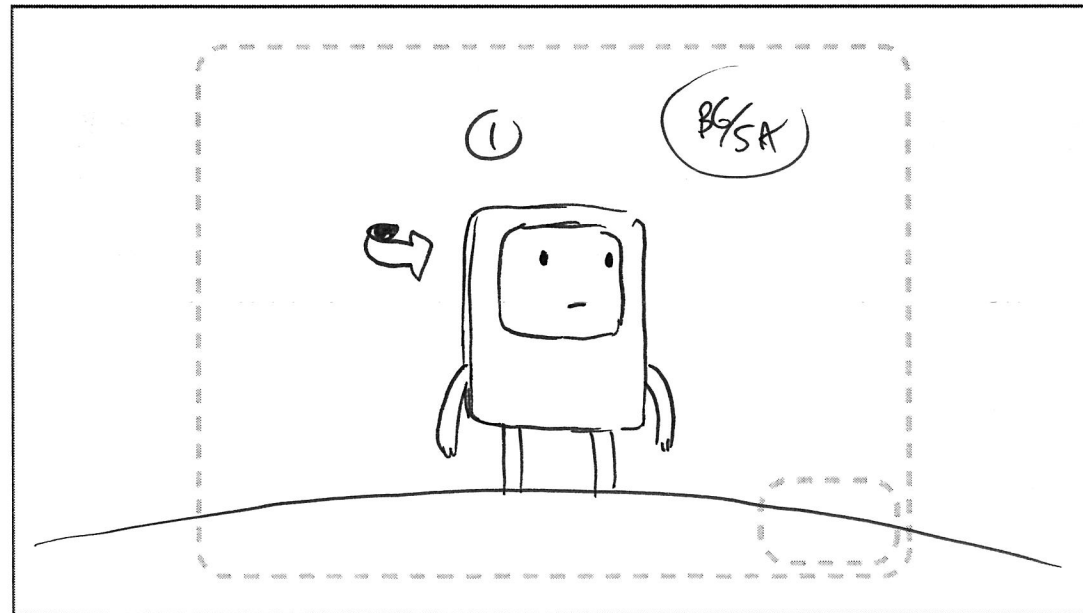


Page 146

Sc. 122 Pnl. A Bg. day night



Sc. 122 Pnl. B Bg. day night

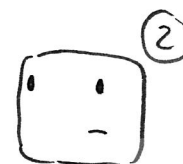
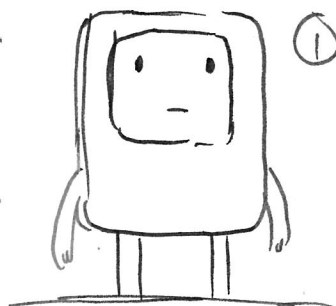


Dialog:

- ① BMO hm?
② ≥ CU-CHUNK HISSSS ≡

Action:

Timing:



13
EPISODE #

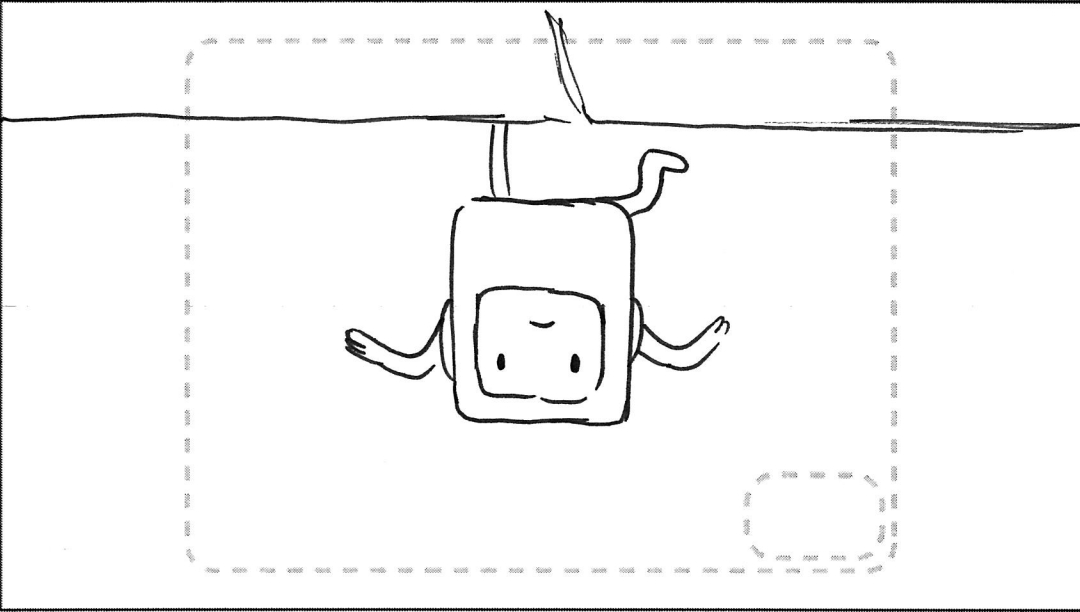
1034-224

Production :

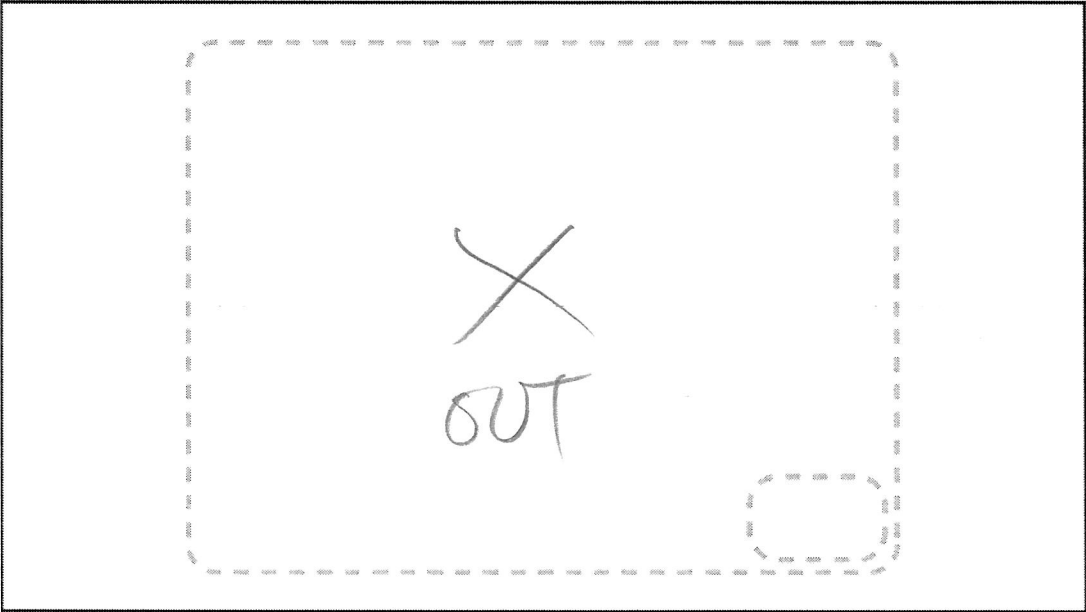
ADVENTURE TIME



Sc. 123 Pnl. A Bg. day night



Sc. Pnl. Bg. day night



Dialog:	(SFX) CU-CHUNK HISSS
Action:	
Timing:	

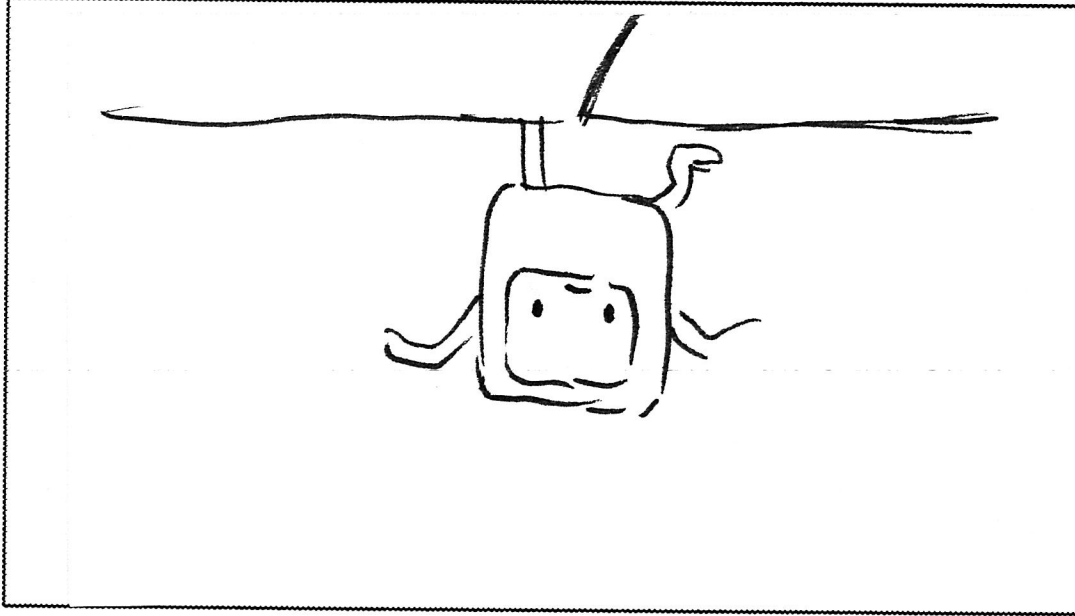
14 EPISODE # 1034-224
Production :

ADVENTURE TIME

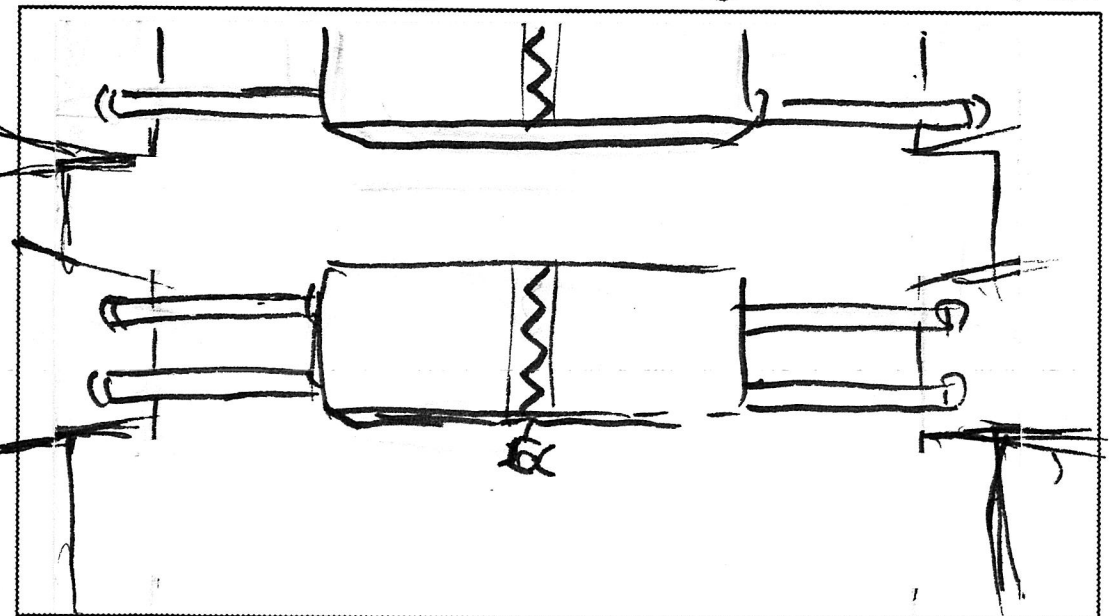


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Sc. 123 Pnl. B Bg. day night



Sc. 124 Pnl. A Bg. day night



Dialog:
Action:
Timing:

15 EPISODE # 1034-224
Production :

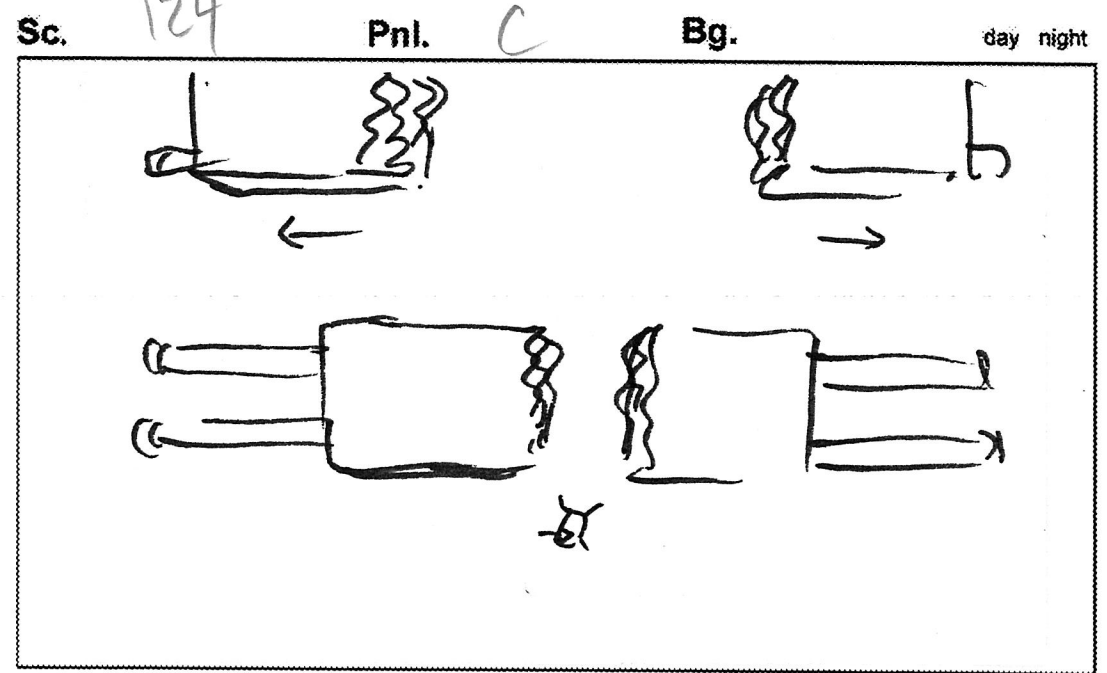
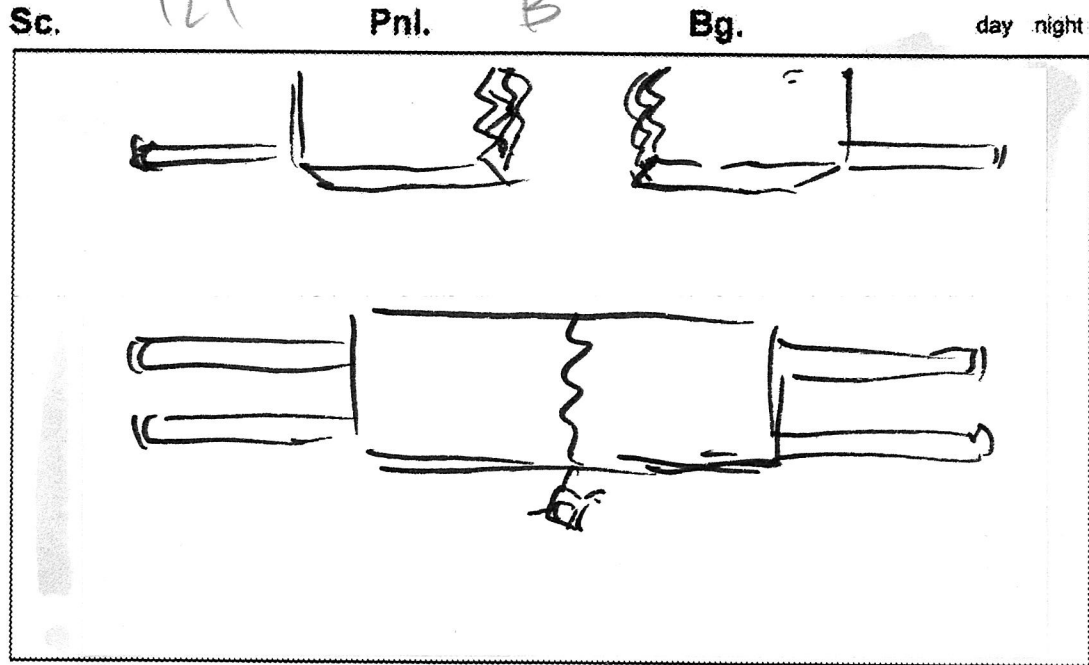
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ADVENTURE TIME



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Page _____



Dialog:	<p>CU-CHUNK -</p> <p>HISS</p>	
Action:	<p>- Mashers retract</p>	<p>Masher movement</p> <p>① Mashers jolt apart in one quick motion</p> <p>② Mashers slow down as they continue to move apart</p>
Timing:	<p>(BMO) YAAA →</p>	

1034-224

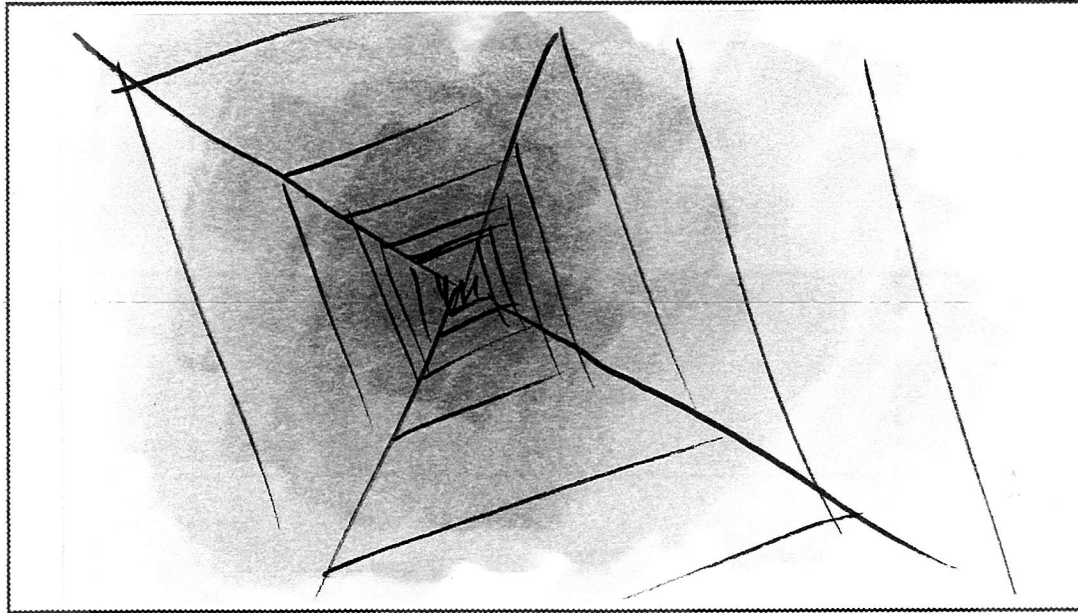
EPISODE #

Production :

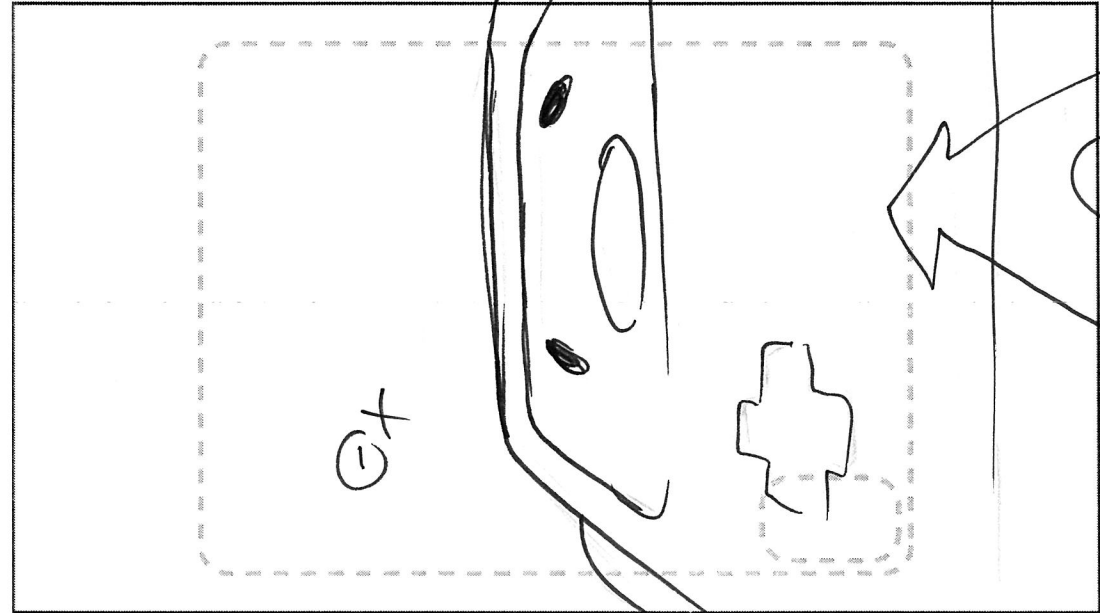
ADVENTURE TIME



Sc. 125 Pnl. A Bg. day night



Sc. 125 Pnl. B Bg. day night



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EPISODE #

1034-224

Dialog:

(BMO) YAAAA →

Action:

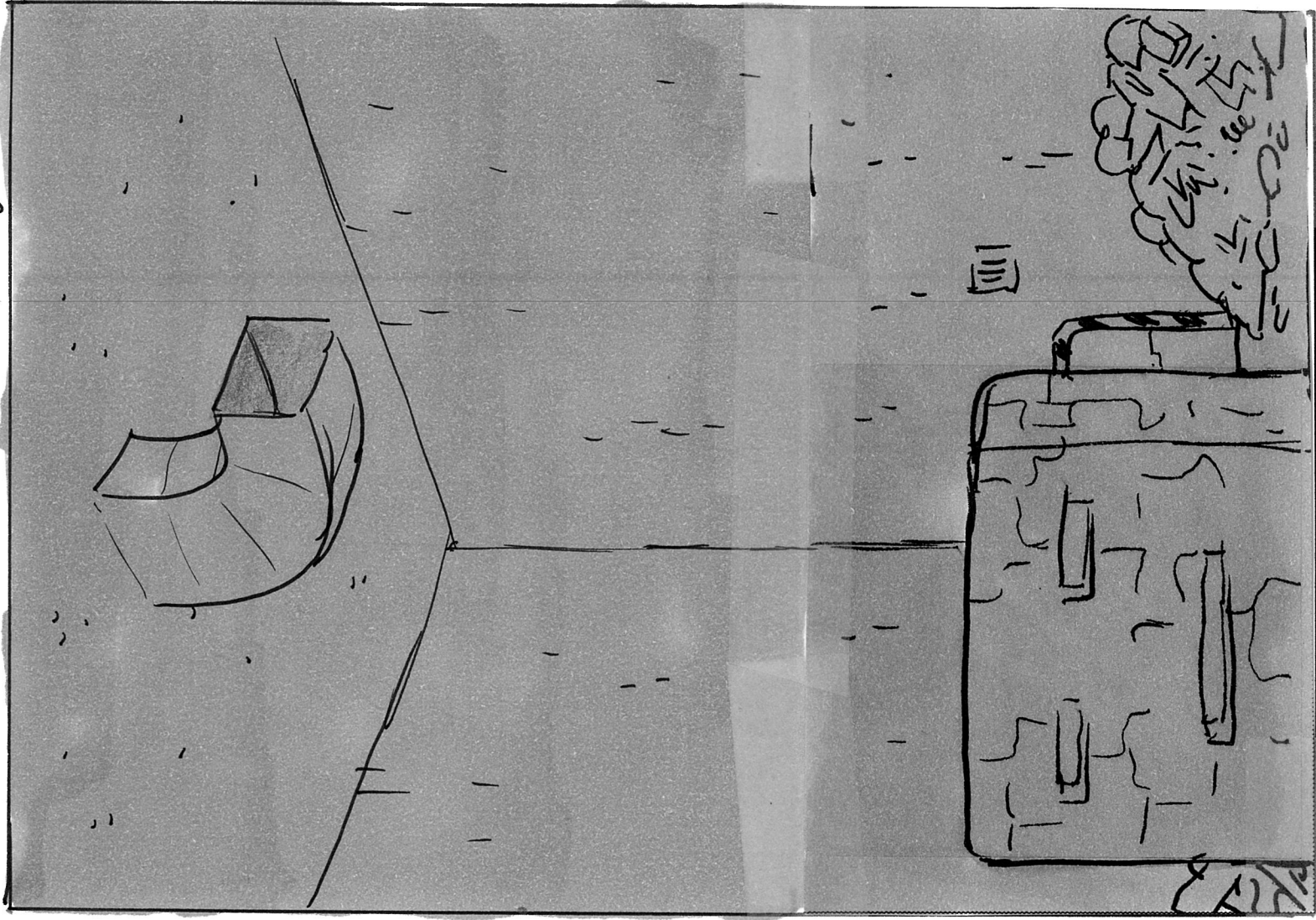
- BMO falls down shaft

Timing:

(2) +  (3) + (OUT)

Production :

Sc. 126 Dnl. A By.



ADVENTURE TIME



Page 152

Sc.

126

Pnl.

B

Bg.

day night

Sc.

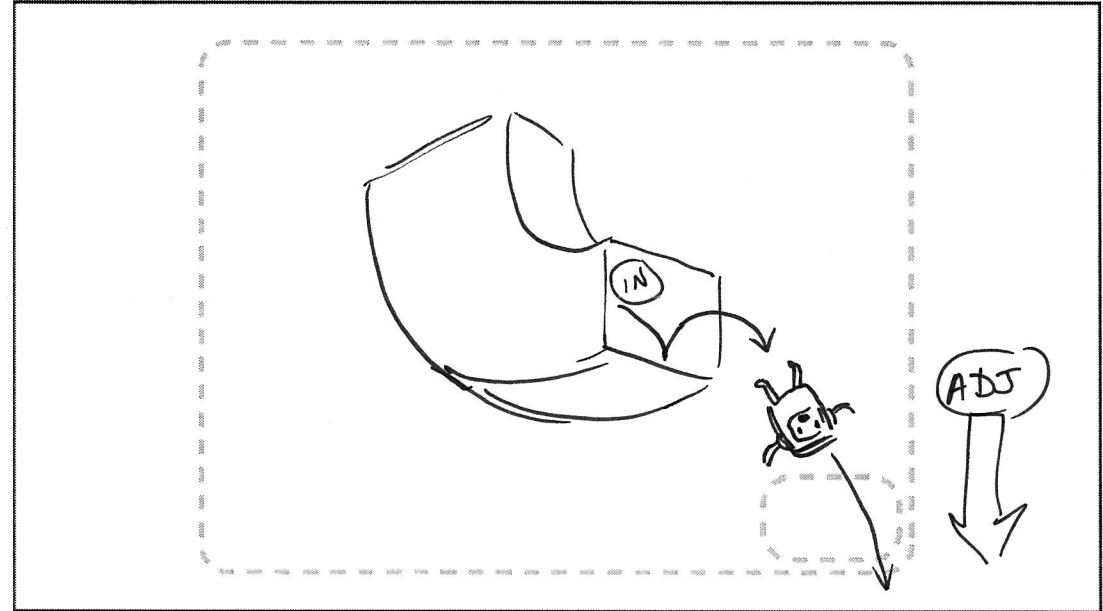
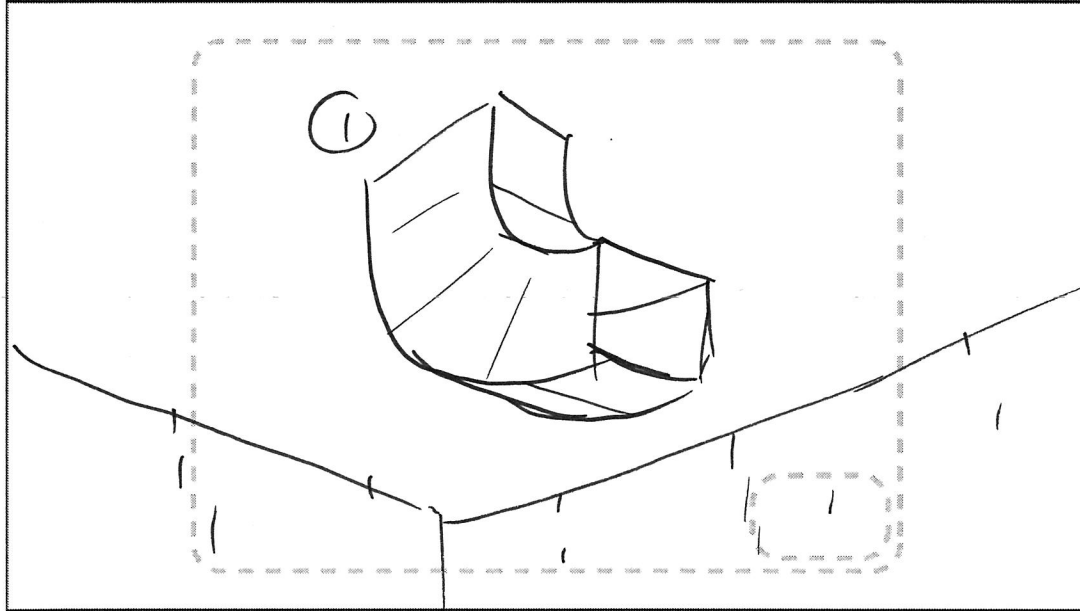
126

Pnl.

C

Bg.

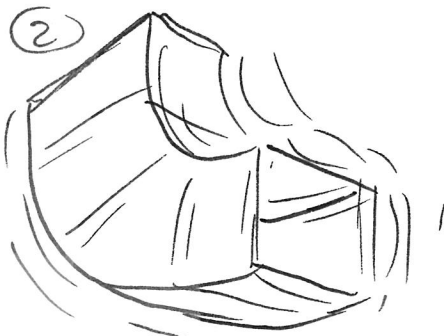
day night



Dialog:

(BMO) → YAAAA * SFX: BING BONG
* (2) BANG

Action:



- BMO tumbles out of vent

Timing:

1034-224

EPISODE #

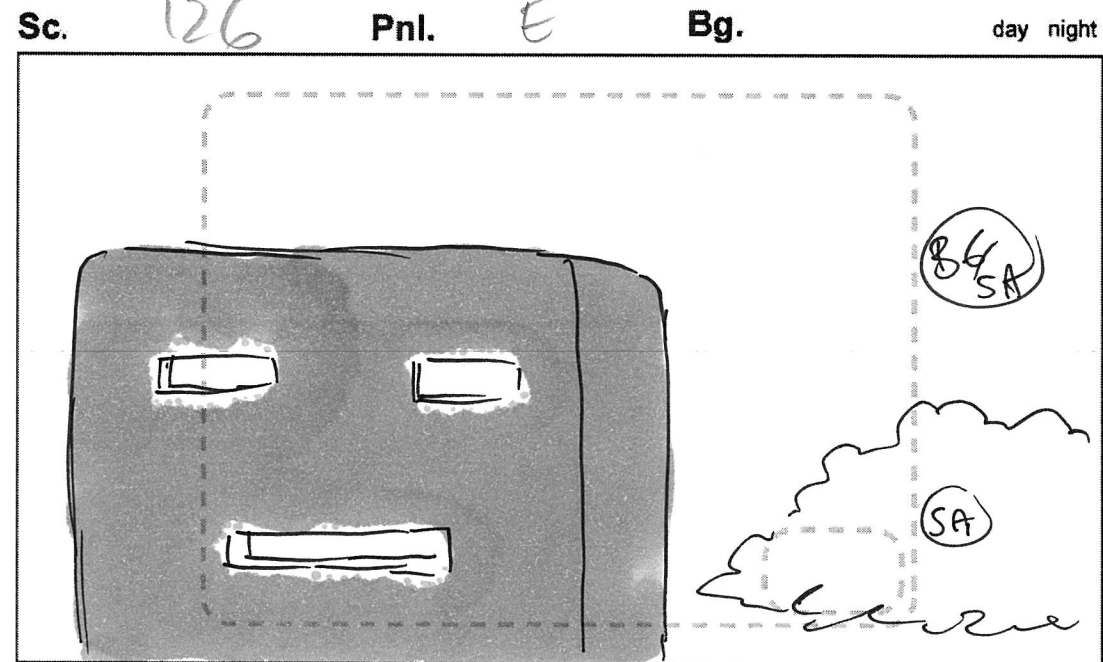
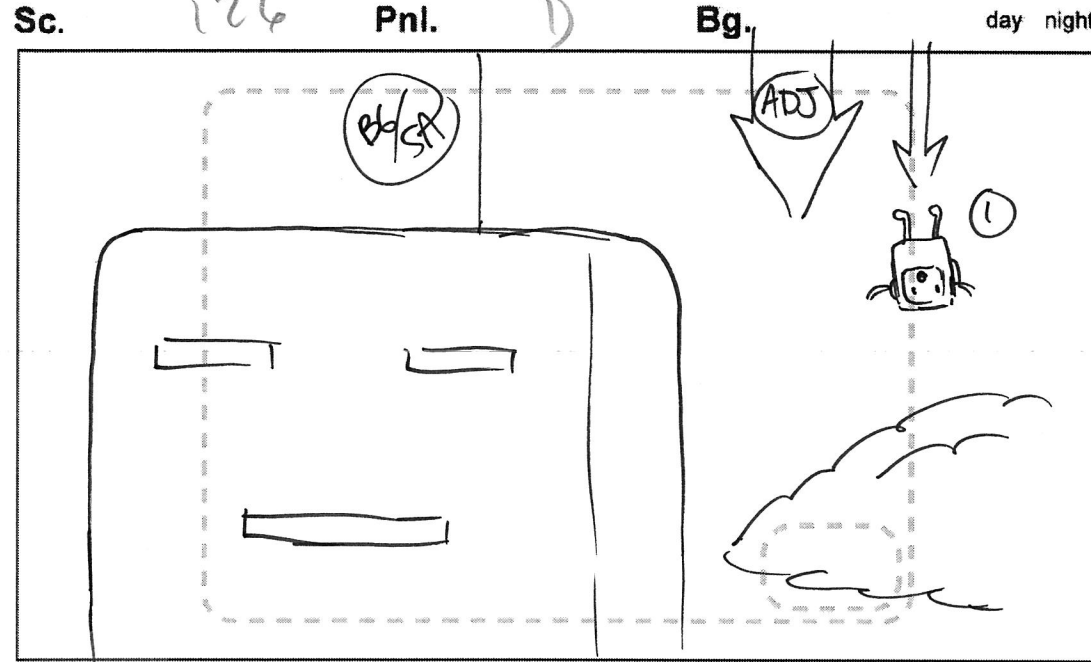
Production :

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ADVENTURE TIME



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Dialog:

(SFX) * SMASH! *


Action:

- BMO falls into trash pile

Timing:



(ALLMO) Powers up, eye + mouth lights begin to glow.

 ALLMO's eyes and mouth should stay glowing, but flicker in intensity as it speaks.

EPISODE # 1034-224

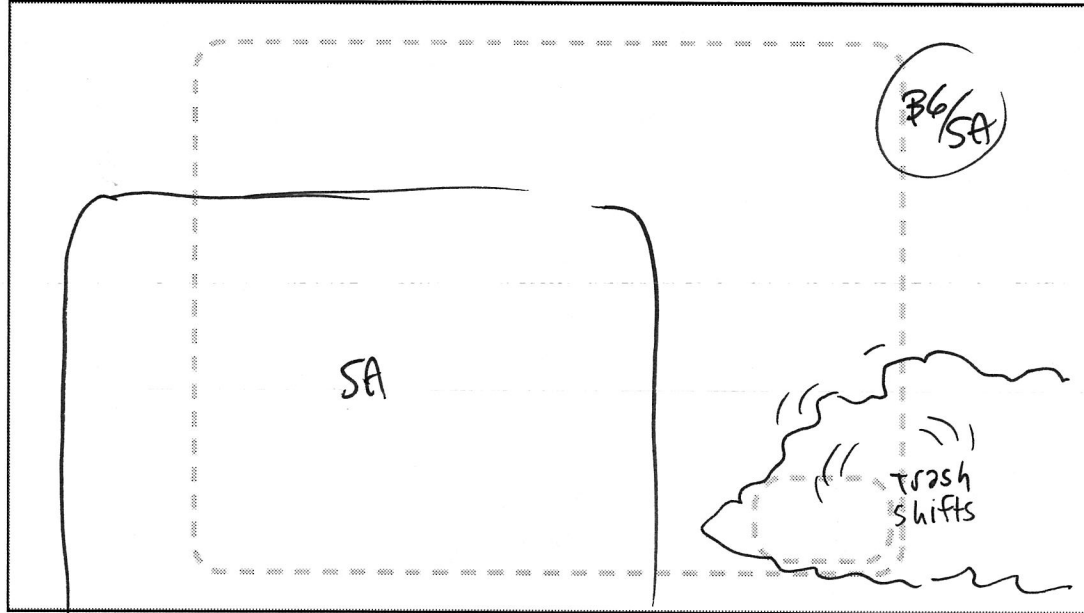
Production :

ADVENTURE TIME

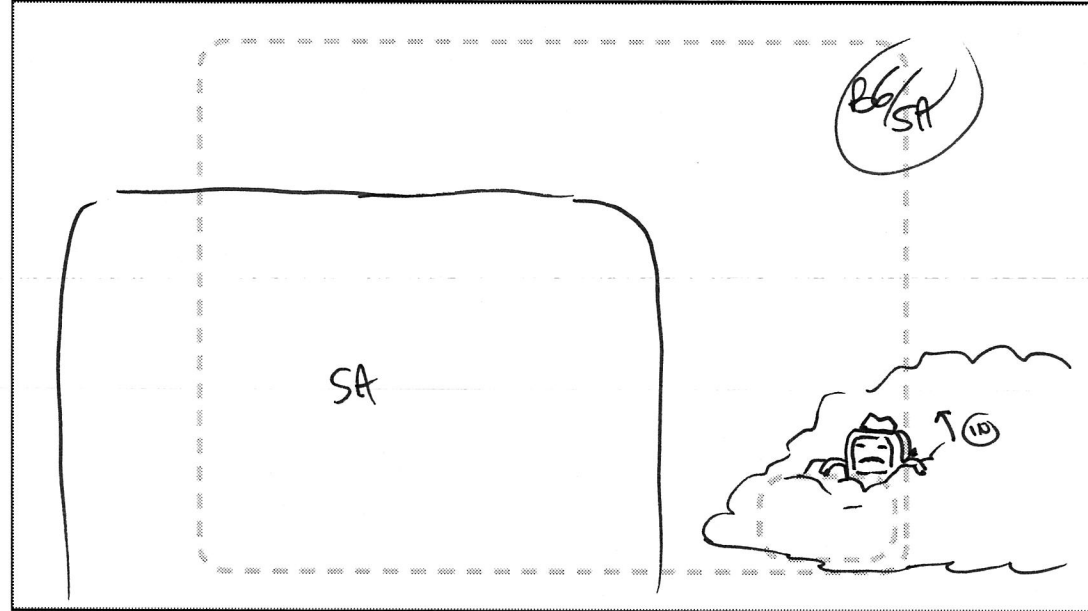


Page 154

Sc. 126 Pnl. F Bg. day night



Sc. 126 Pnl. G Bg. day night



Dialog:

BMO(soft) u h h h h...

Action:

- trash shifts around as BMO moves inside

- BMO crawls out of trash

Timing:

1034-224

EPISODE #

Production :

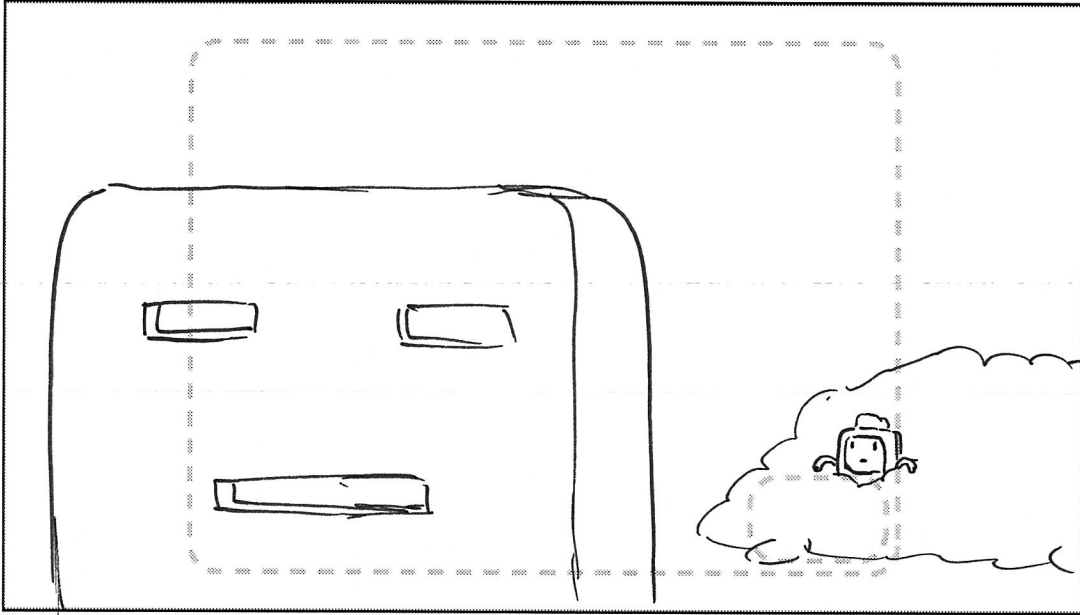
20

ADVENTURE TIME

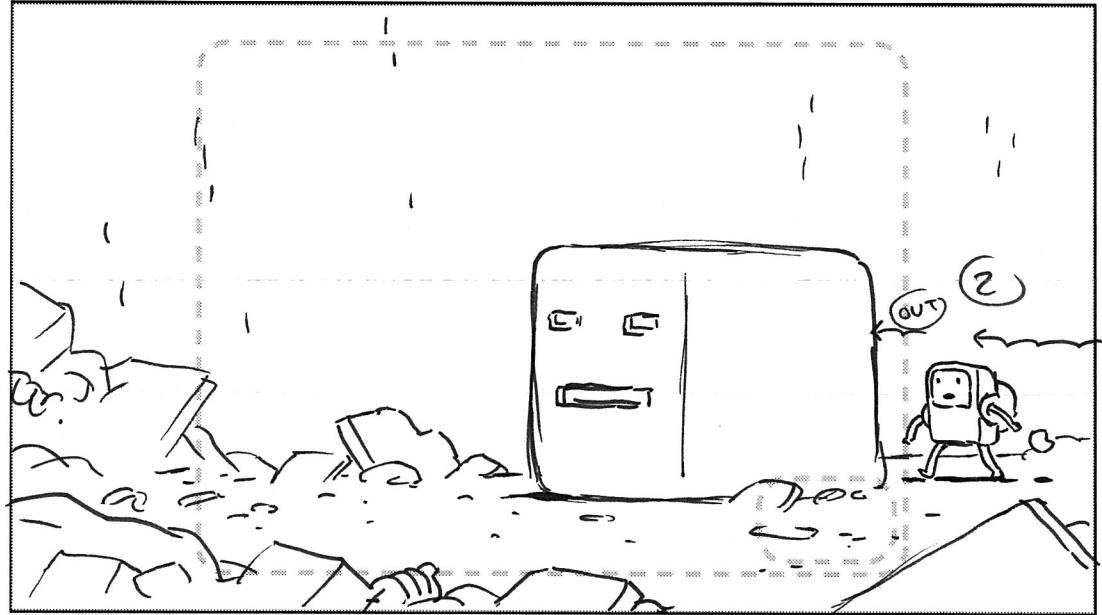


Page 155

Sc. 126 Pnl. H Bg. day night



Sc. 127 Pnl. A Bg. day night



Dialog:

ALLMO: who- who's there? Moe?

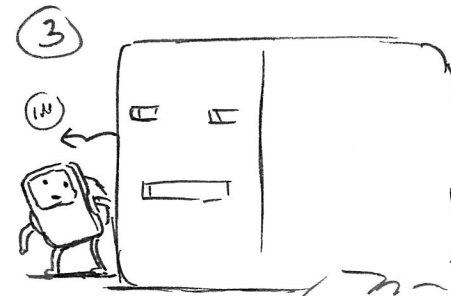
BMO: No... it's only me - BMO.

Action:

- BMO removes
trash from head (1)
while walking.



Timing:



1034-224

EPISODE #

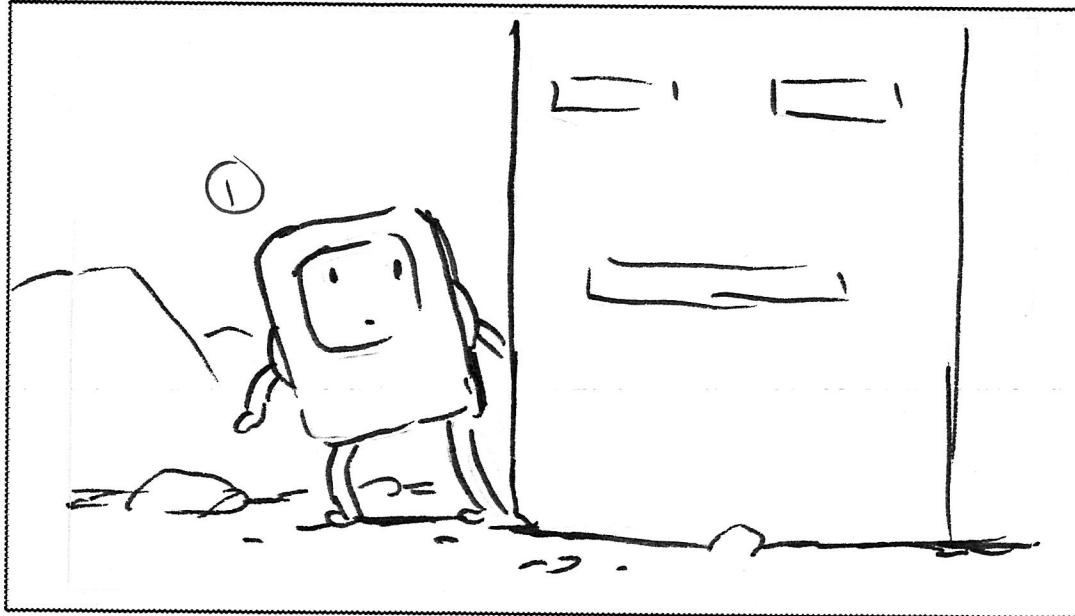
Production :

ADVENTURE TIME

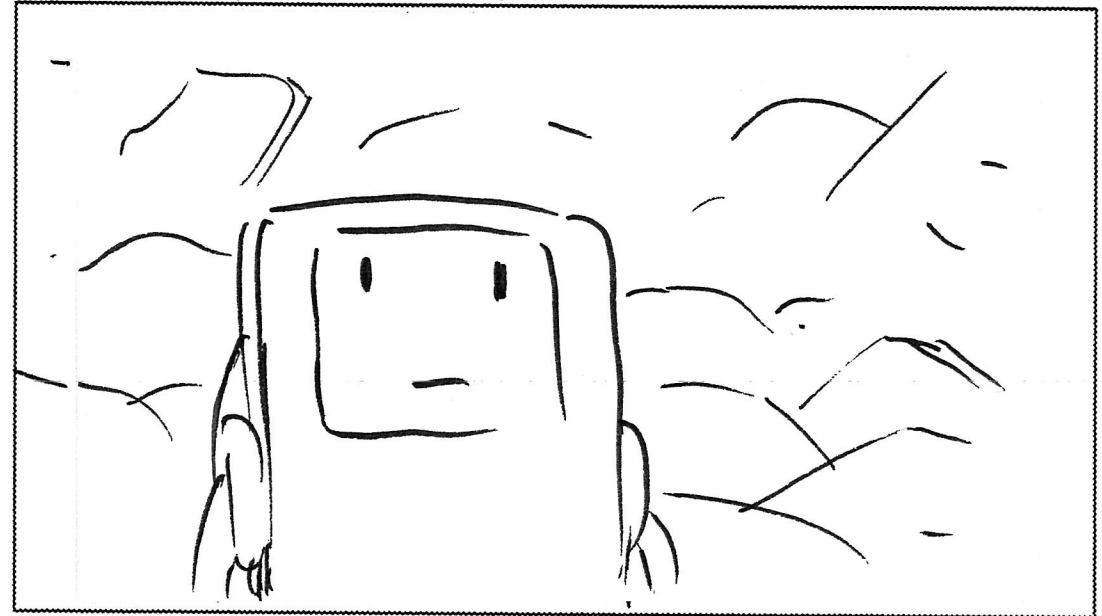


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Sc. 128 Pnl. A Bg. day night



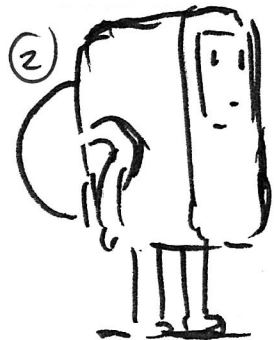
Sc. 129 Pnl. A Bg. day night



Dialog:

(MOT) BMO?! OH
thank goodness
thank goodness!

Action



Timing

(ALMO) Oh I'm
so glad you're
here.

1034-224

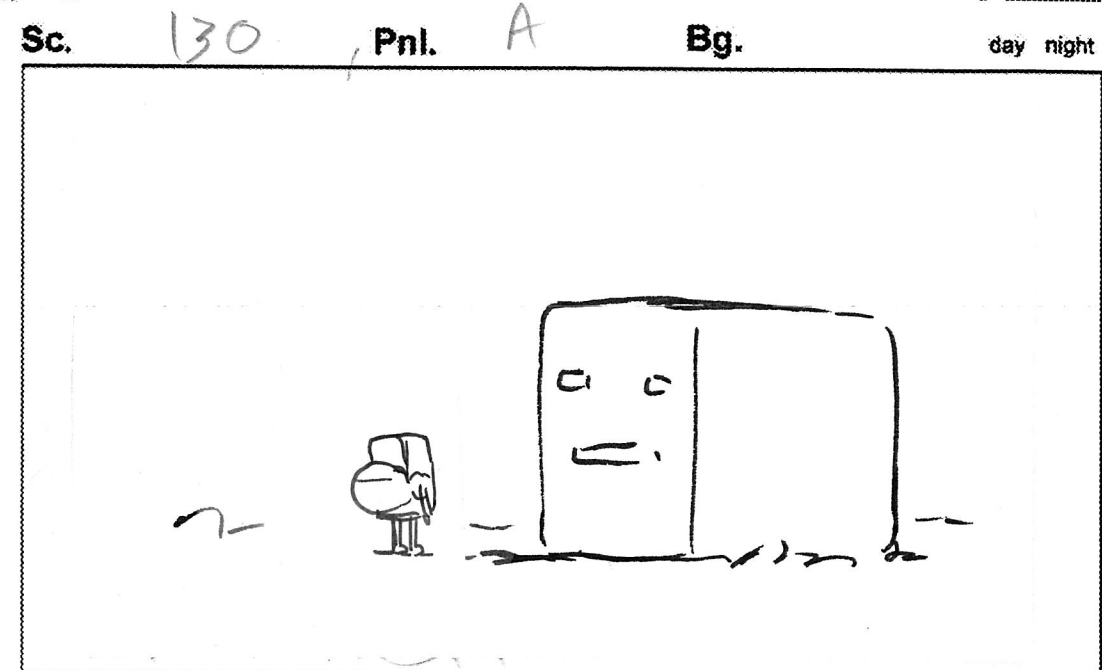
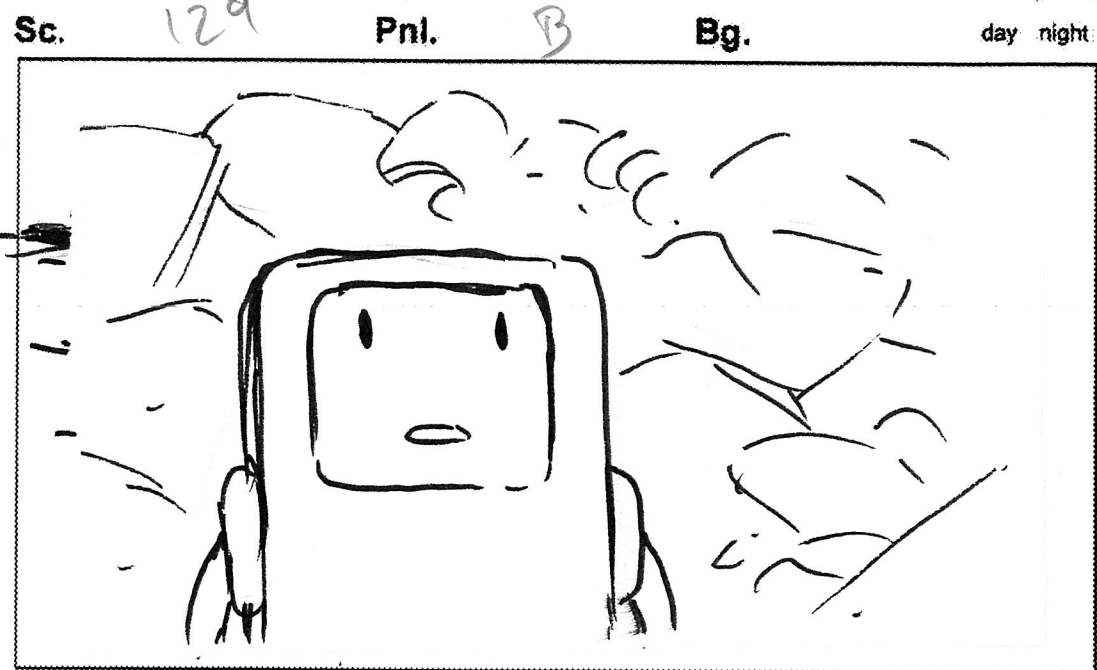
EPISODE #

Production :

ADVENTURE TIME



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1034-224
24
EPISODE #

Production :

Dialog:	<u>BMO</u> Who are you? Are you a MO too?	<u>MO+</u> Oh.. BMO No,, No, I.. am ALL MOS...
Action:		
Timing:		

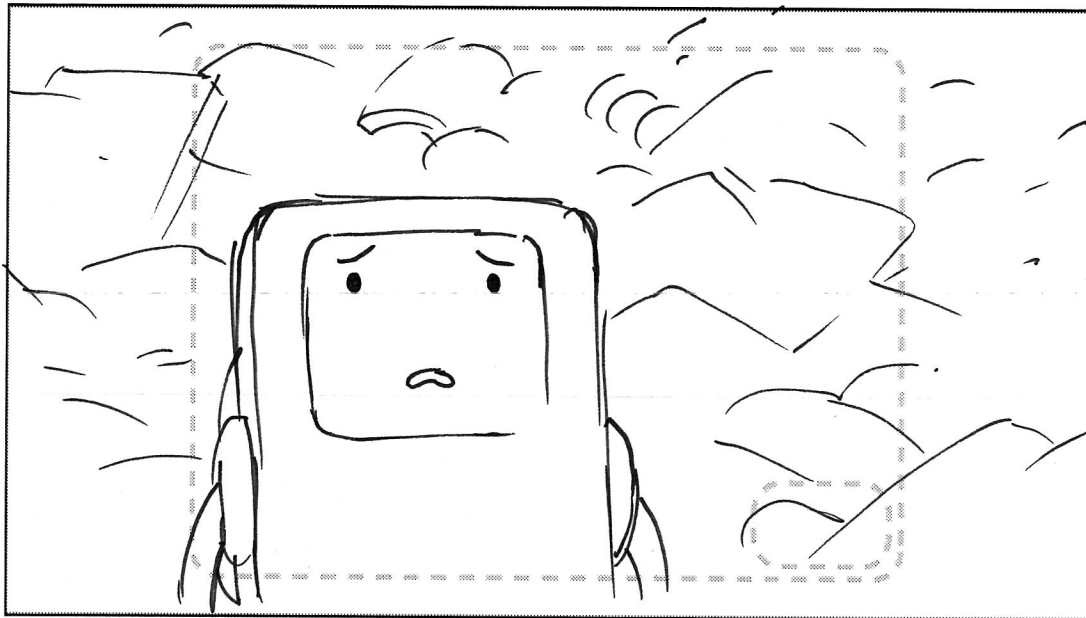
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ADVENTURE TIME

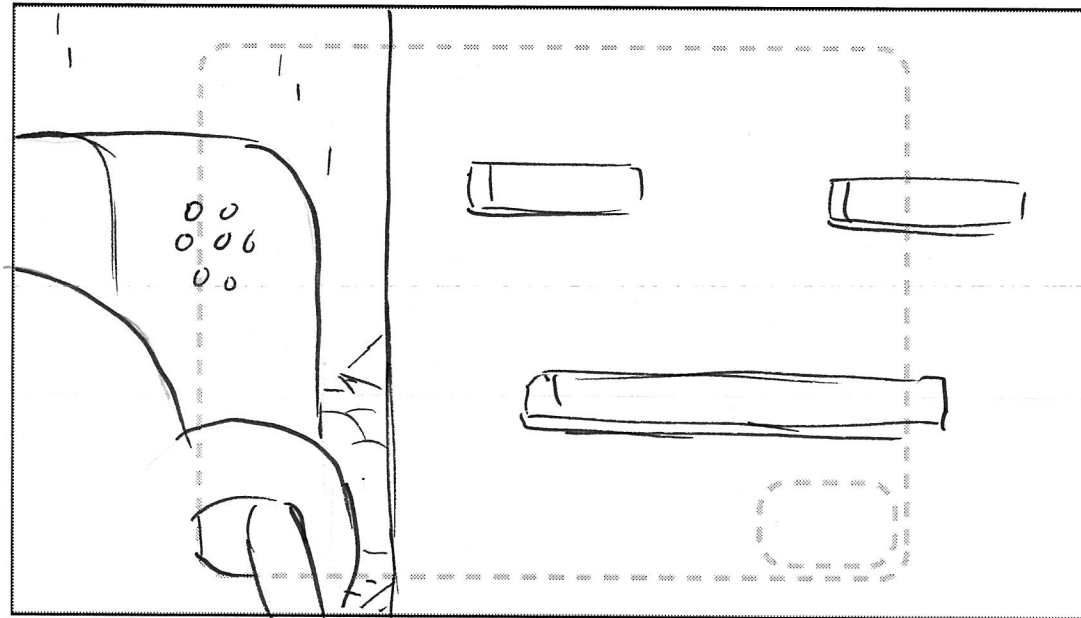


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Sc. 131 Pnl. A Bg. day night

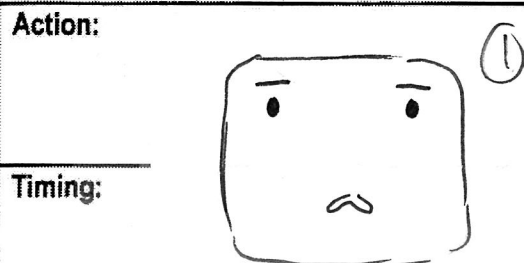


Sc. 132 Pnl. A Bg. day night



Dialog: (BMO) All.. Mo's? ... I ...
I don't understand.

(ALLMO) Of course not - I'm so sorry -
let me explain...



1034-224

25
EPISODE #

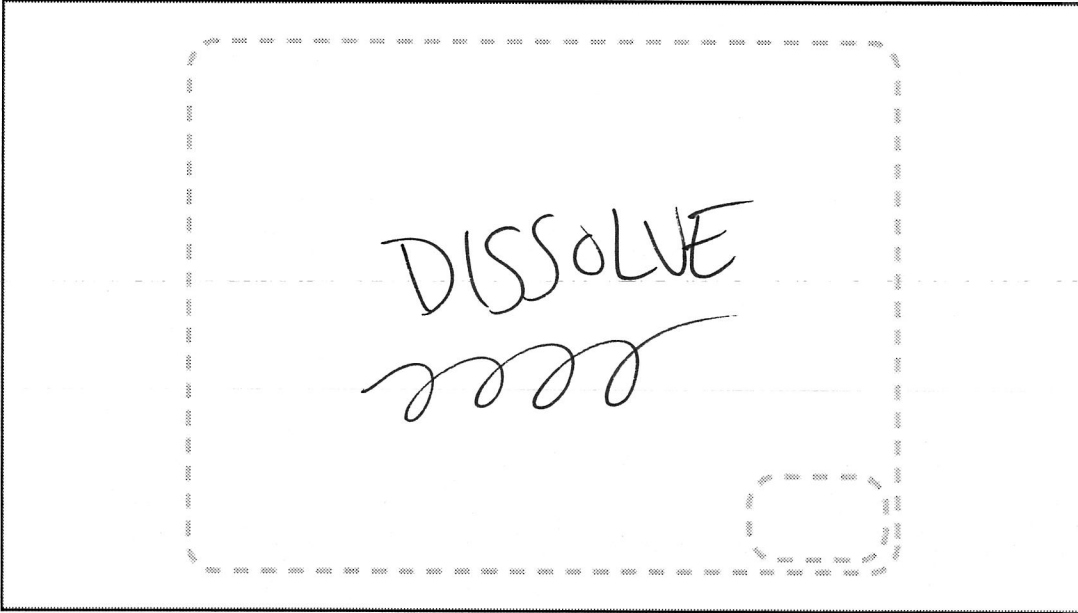
Production :

ADVENTURE TIME

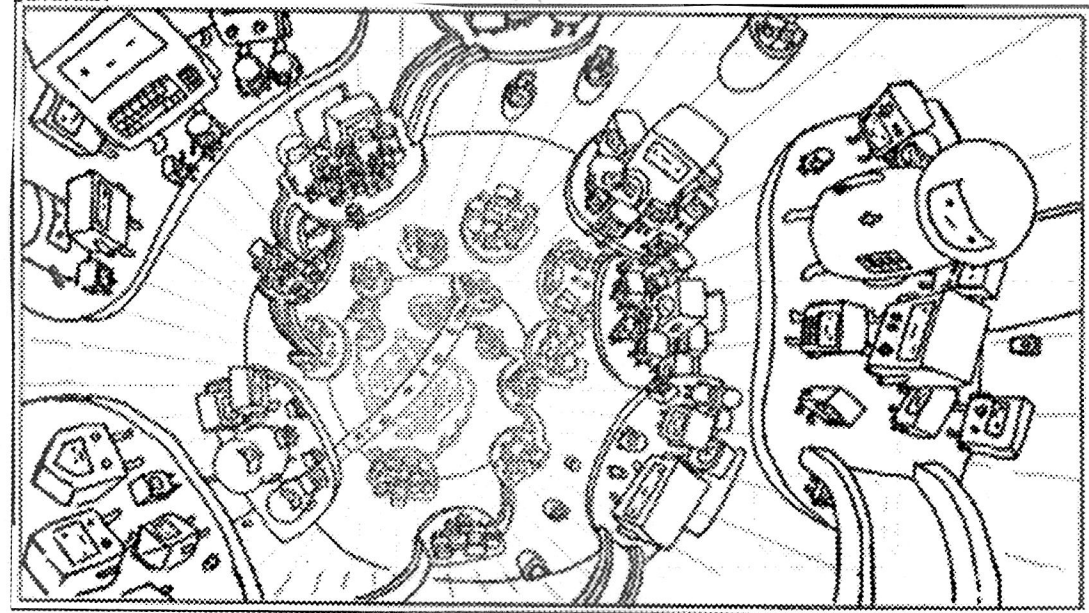


Page 159

Sc. Pnl. Bg. day night



Sc. 133 Pnl. A Bg. day night



Dialog:

ALLMO VO Peace had reigned at Mo's wondrous factory for a hundred hundred years...

Action:

[reuse "Be More" footage]

Timing:

1034-224

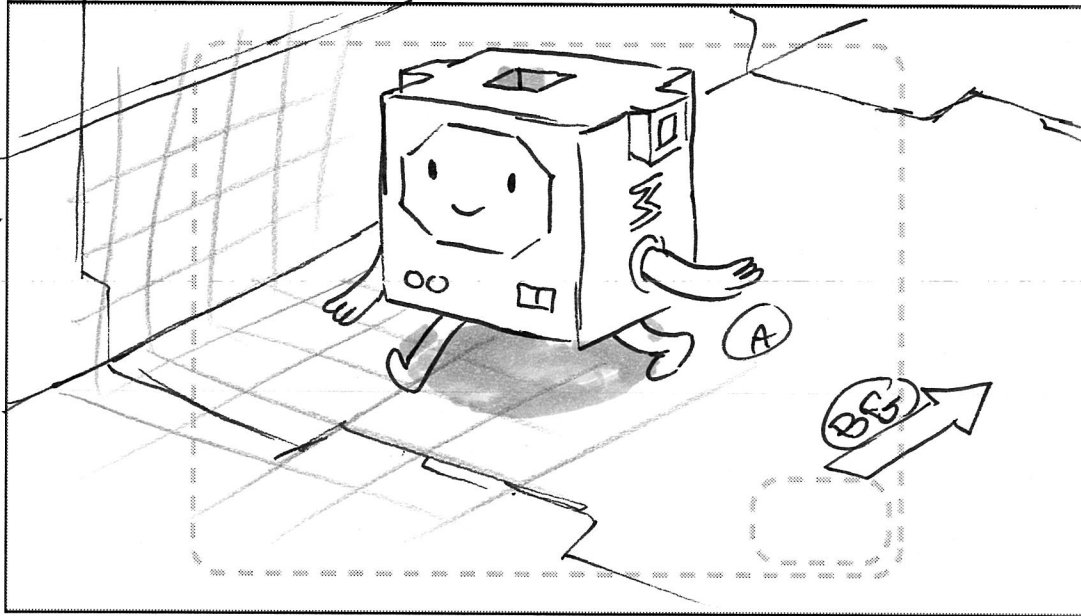
EPISODE #

Production :

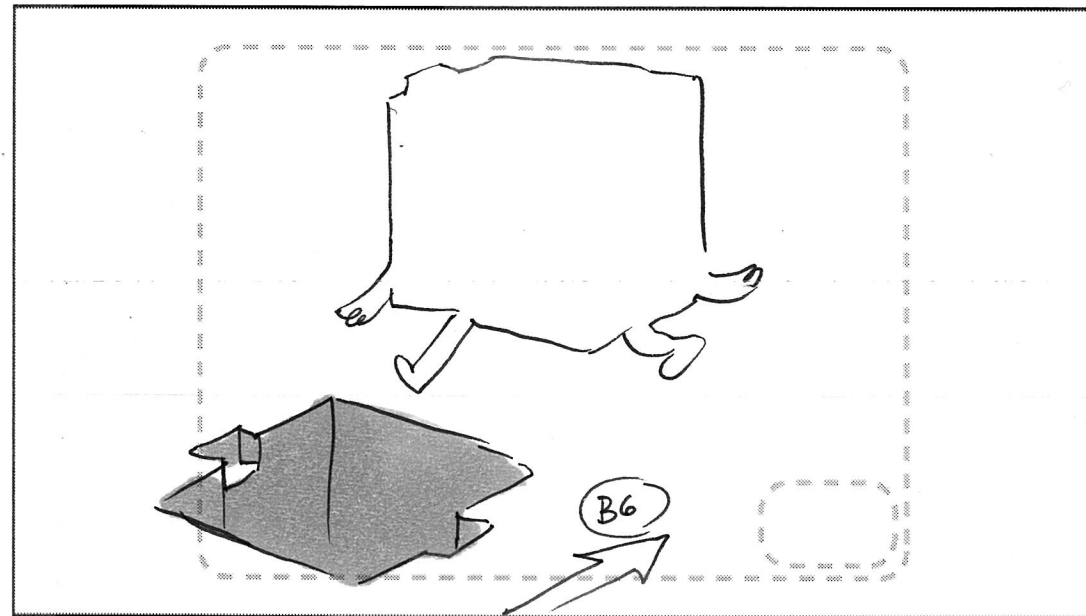
ADVENTURE TIME



Sc. 134 Pnl. A Bg. day night



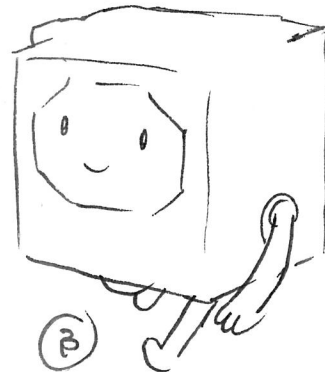
Sc. 134 Pnl. B Bg. day night



Dialog: (All Mo) (vo): There was a place for every Mo, →

Action: - [Mo] (square Mo) walks down corridor.

Timing:



1034-224

EPISODE # 27

Production :

ADVENTURE TIME



Page 161

Sc.

134

Pnl.

C

Bg.

day night

Sc.

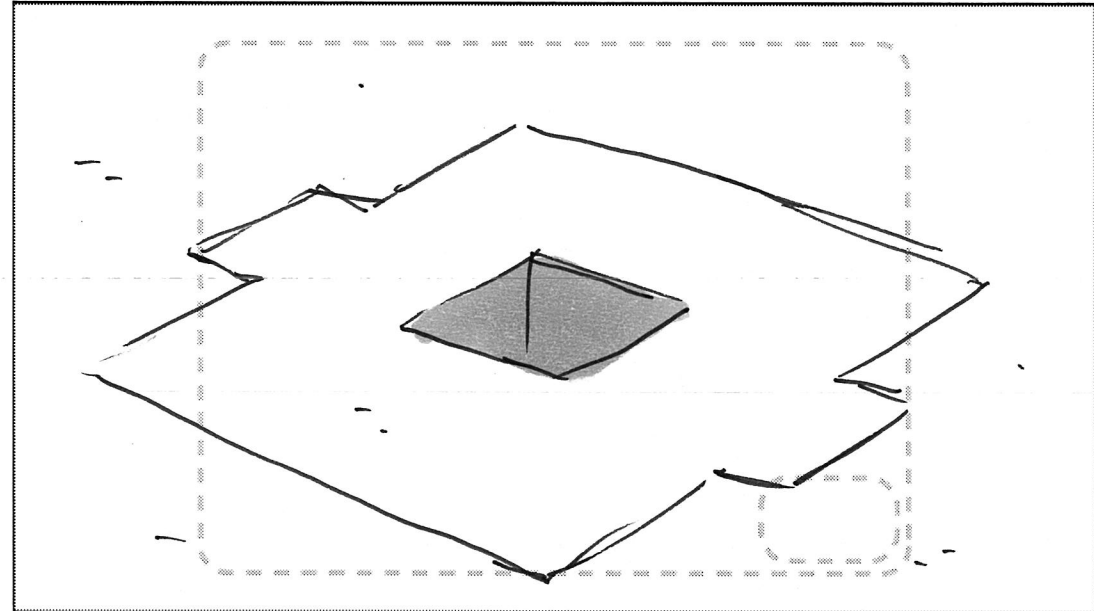
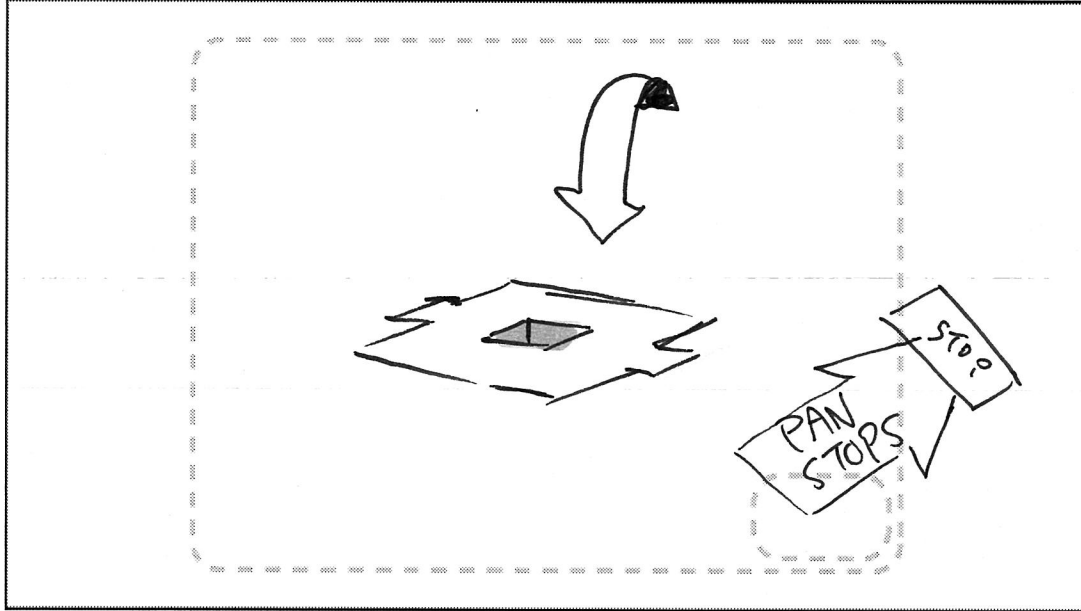
135

Pnl.

A

Bg.

day night



Dialog: SFX: Shunk

ALLMO VO → and every MO was in its place.

Action: - Squaremo sinks into custom slot

Timing:

1034-224

EPISODE #

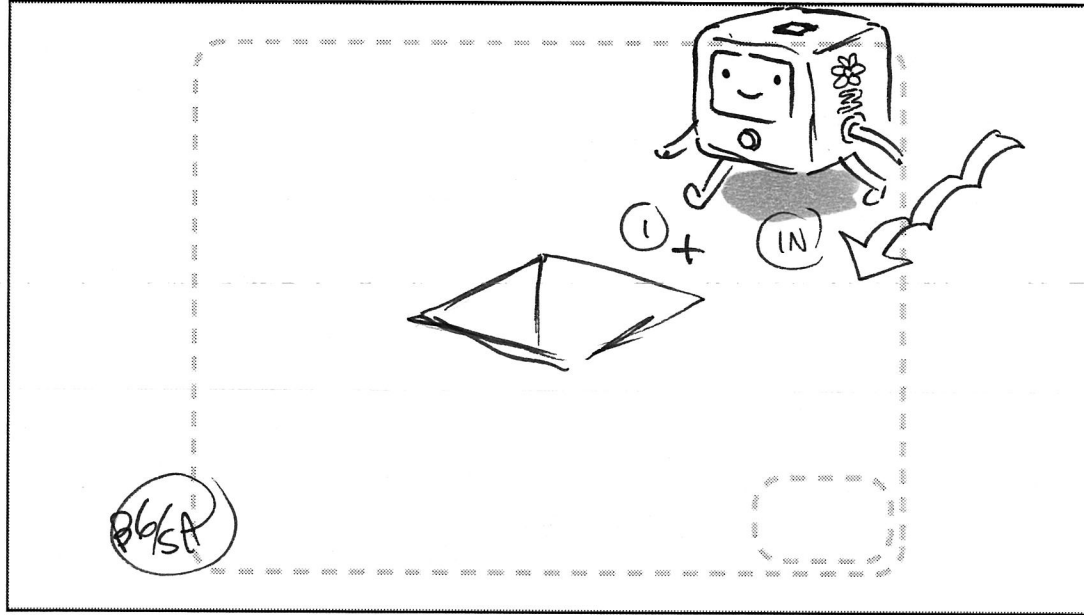
Production :

ADVENTURE TIME

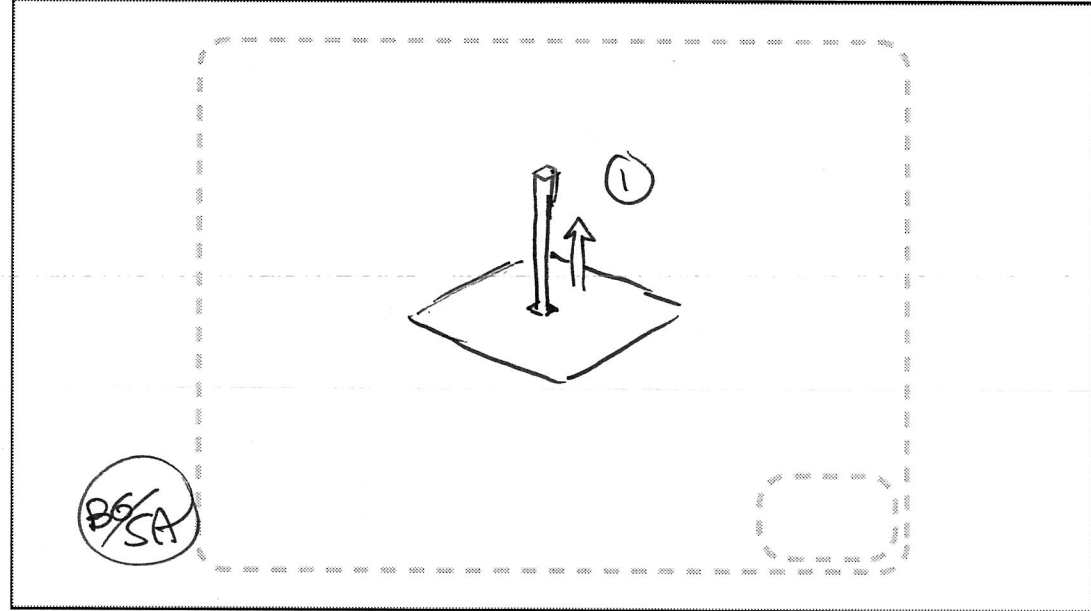


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Sc. 135 Pnl. B Bg. day night



Sc. 135 Pnl. C Bg. day night



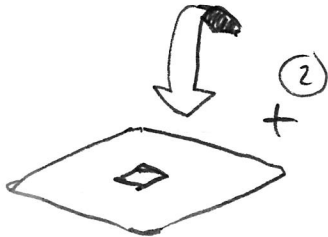
Dialog:

SFX: :shunk:

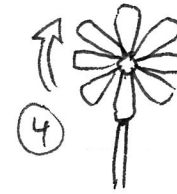
SFX: zzzt... zzzzzzzzzt.

Action:

Timing:



- flowerMo walks in
and also sinks into
custom slot.



- robo
flower
extends
and
unfurls.

1034-224

29
EPISODE #

Production :

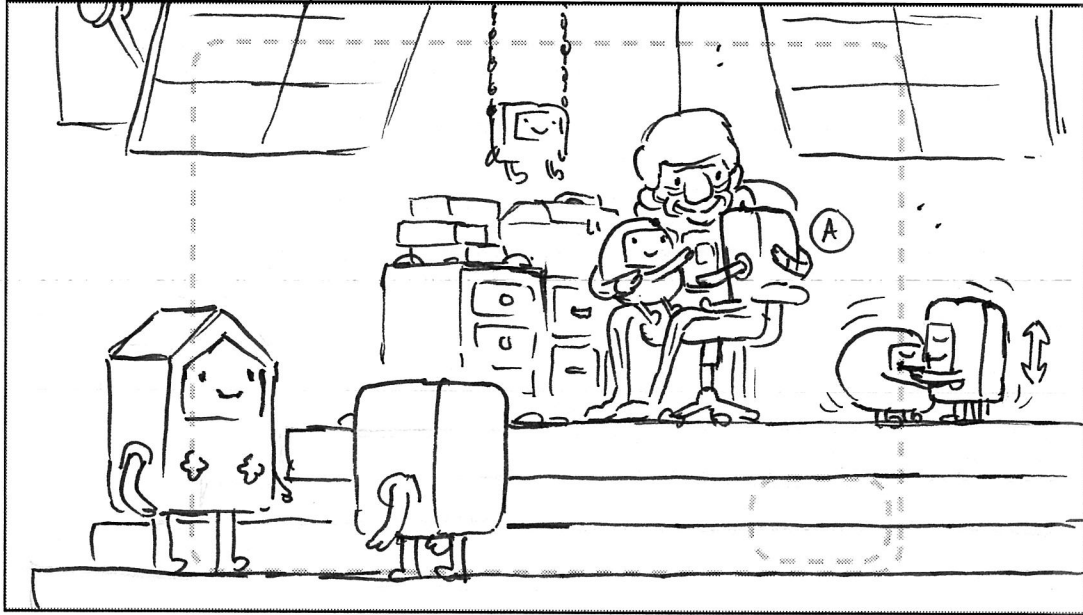
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ADVENTURE TIME

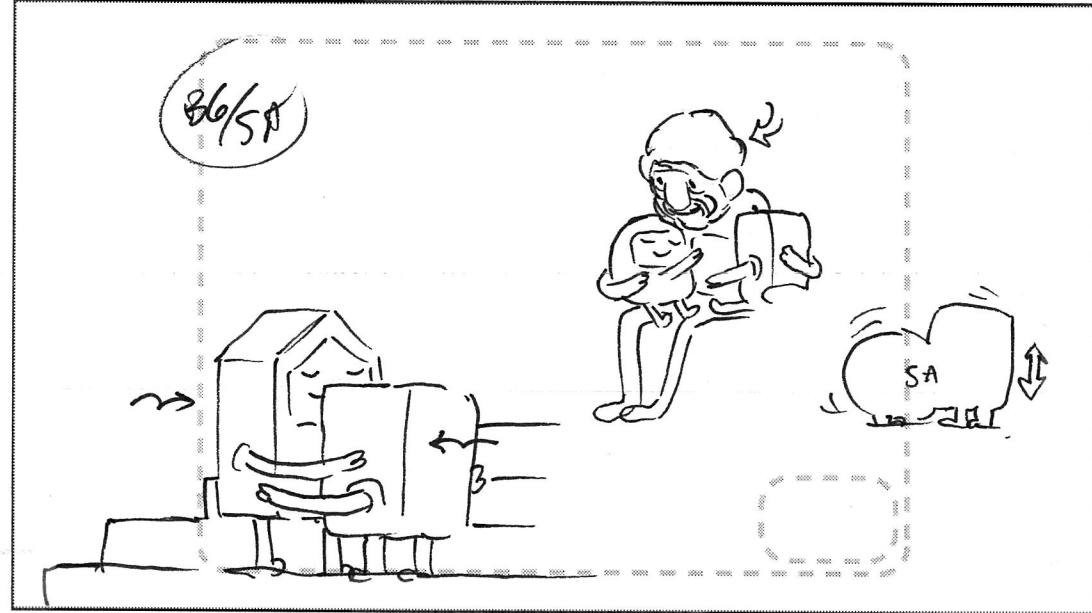


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Sc. 136 Pnl. A Bg. day night



Sc. 136 Pnl. B Bg. day night



Dialog:

ALLMO: (VO) And if you wanted a free hug, all you had to do was ask, →

no one could say no - it was a rule.

Action:

- MO's embrace and caress

Timing:



A B A B A B A

1034-224

EPISODE #

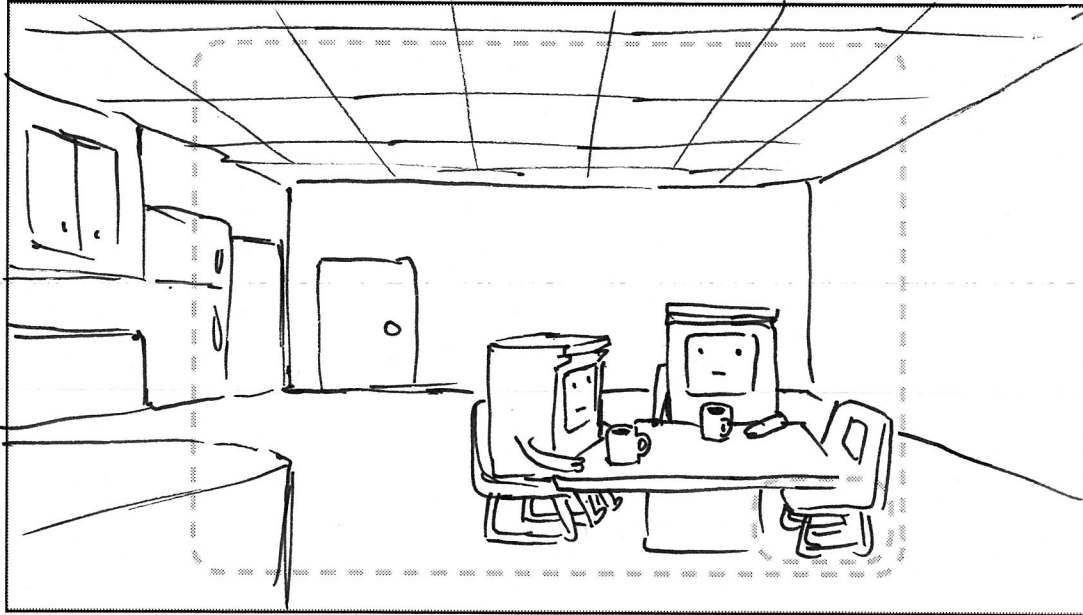
Production :

ADVENTURE TIME

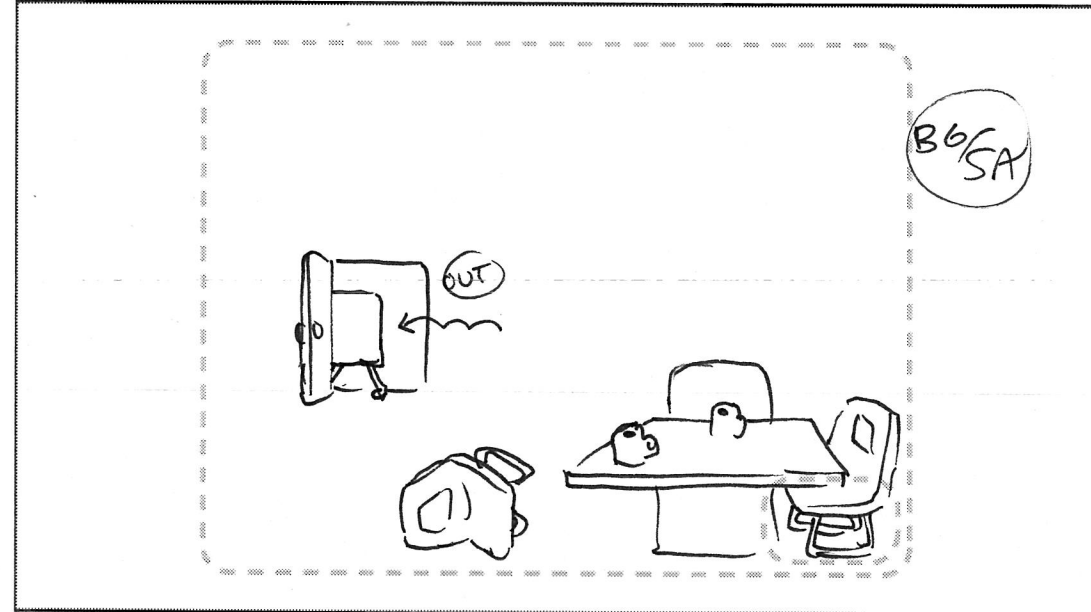


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Sc. 137 Pnl. A Bg. day night



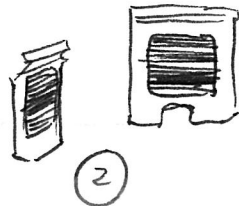
Sc. 137 Pnl. B Bg. day night



Dialog:

ALLMO vo until one fateful day; yesterday - when a mysterious viral signal →

Action:



- MO's screens go blank, then they walk out of room - zombified.

Timing:

1034-224

EPISODE #
3)

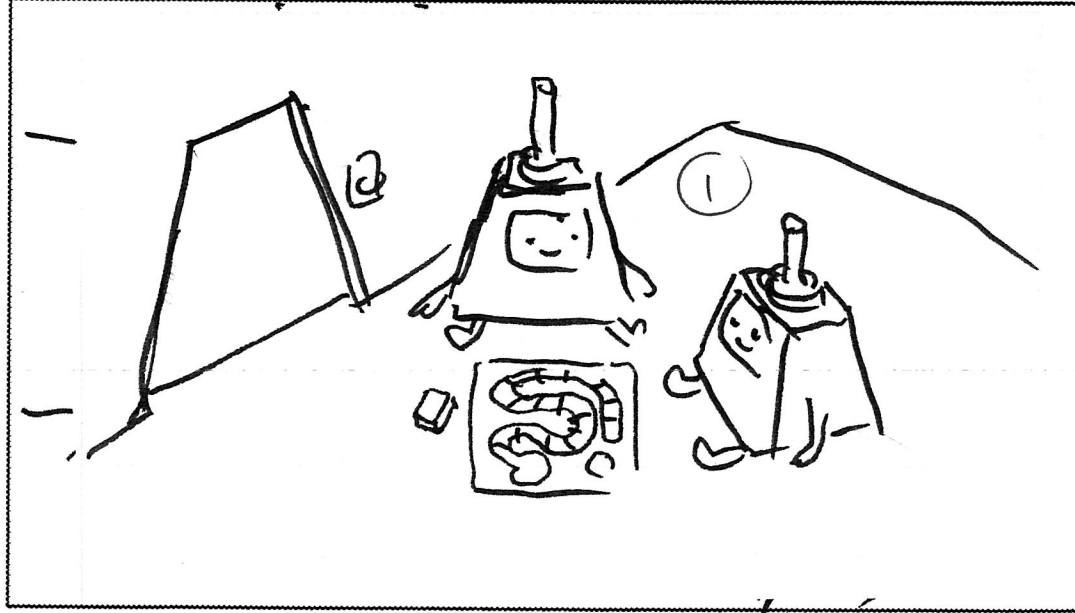
Production :

ADVENTURE TIME

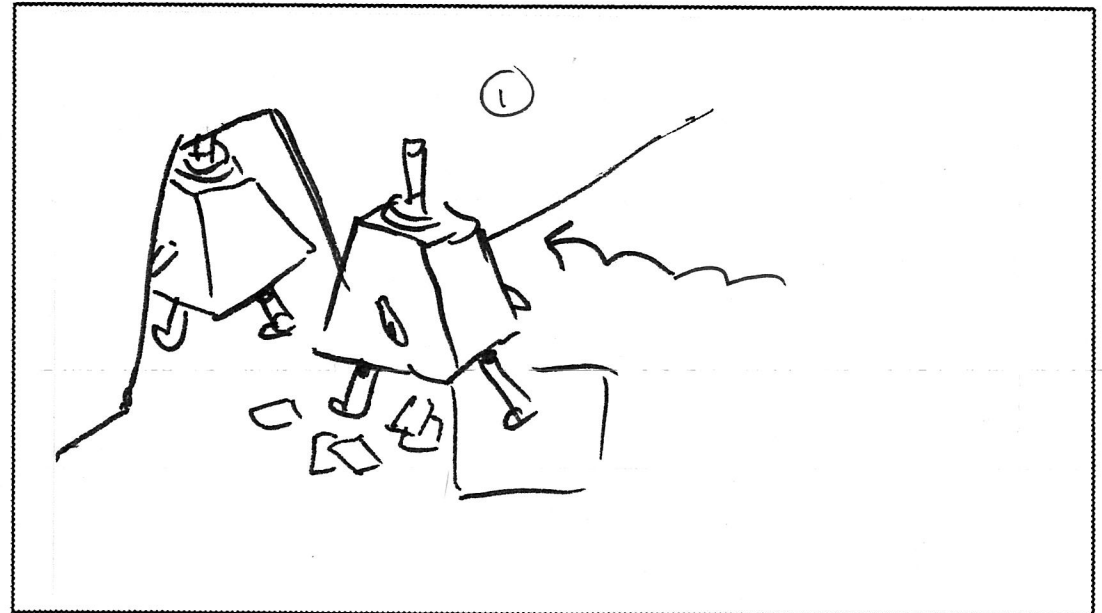


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Sc. 138 Pnl. A Bg. day night



Sc. 138 Pnl. B Bg. day night



Dialog:	 <p>ALLMO VO → somehow breached our firewall and was →</p> 
Action:	
Timing:	

1034-224

EPISODE #

Production :

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ADVENTURE TIME



166

Sc.

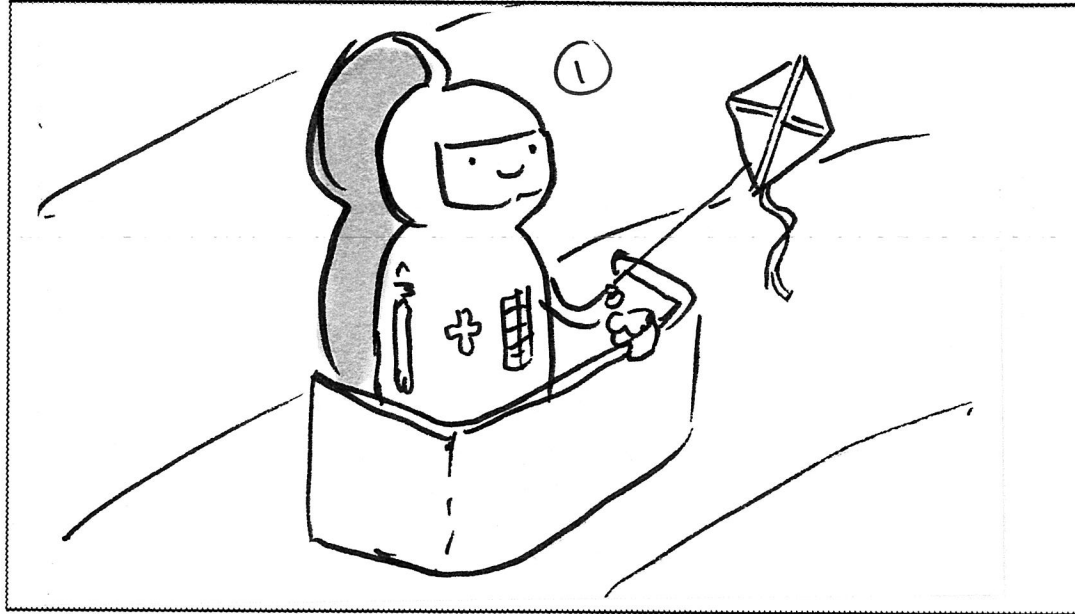
139

Pnl.

A

Bg.

day night



Sc.

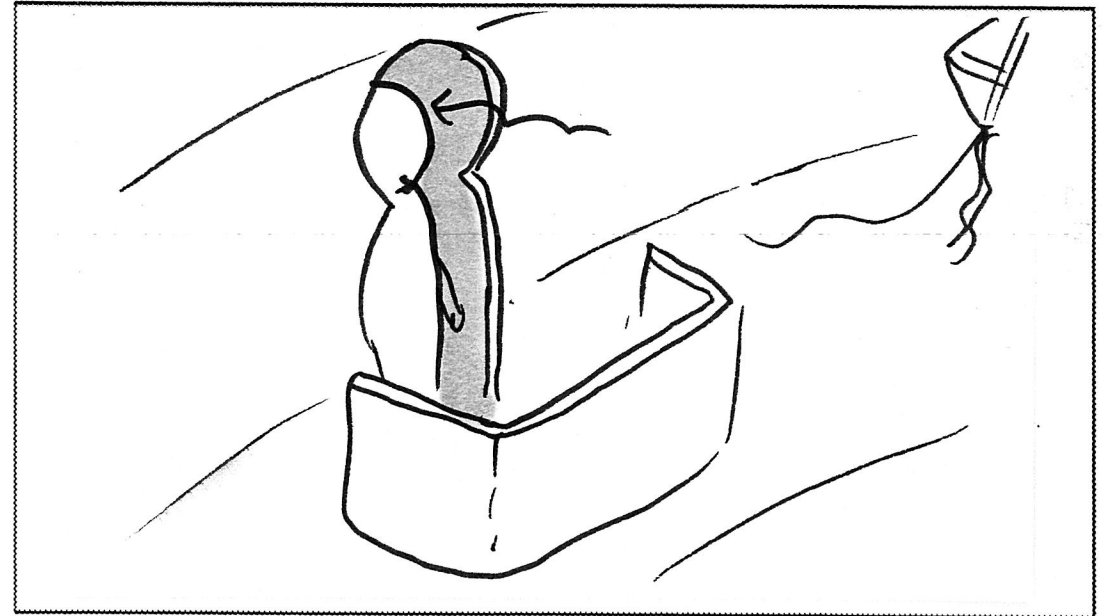
139

Pnl.

B

Bg.

day night



Dialog:

Action:

Timing:



ALCNO:
VO



broadcast
throughout
the factory →

1034-224

EPISODE #

Production :

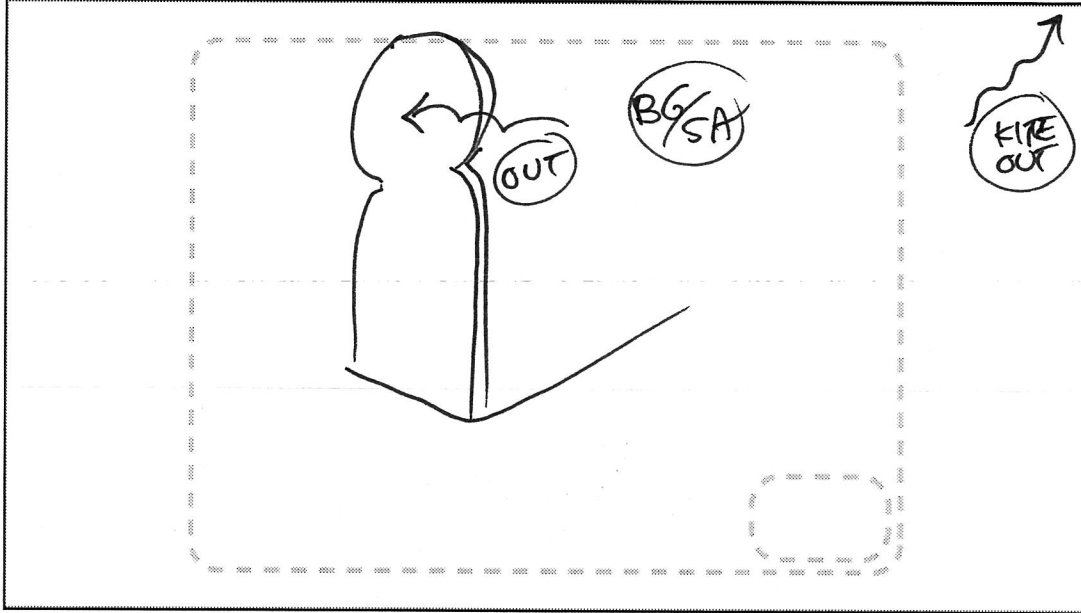
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ADVENTURE TIME

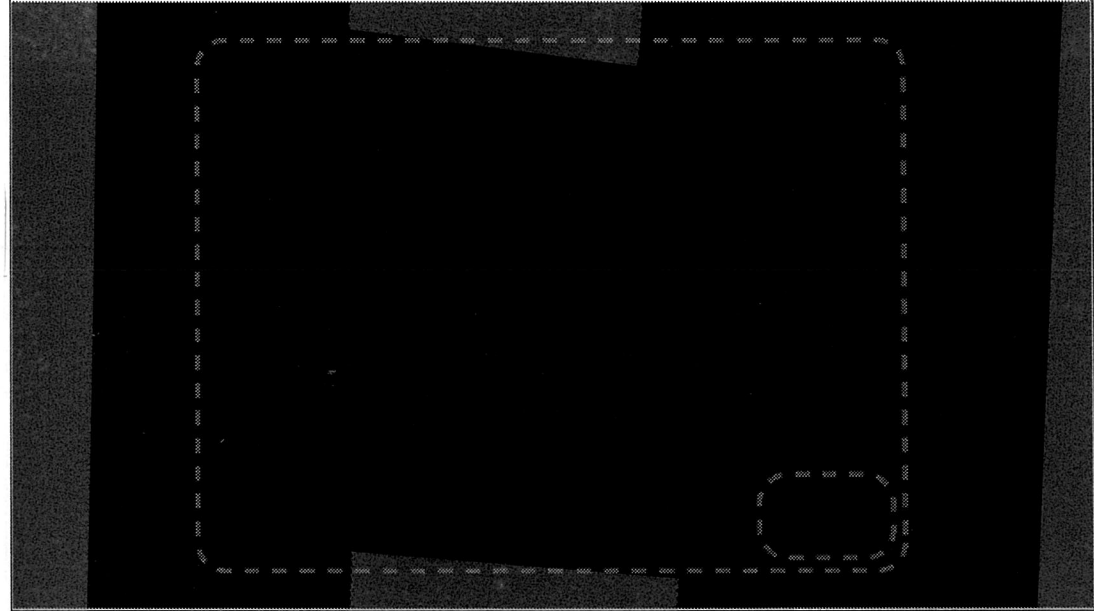


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Sc. 139 Pnl. C Bg. day night



Sc. 140 Pnl. A Bg. day night



Dialog:

Action:

Timing:

1034-224

EPISODE #

Production :

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ADVENTURE TIME



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Sc.

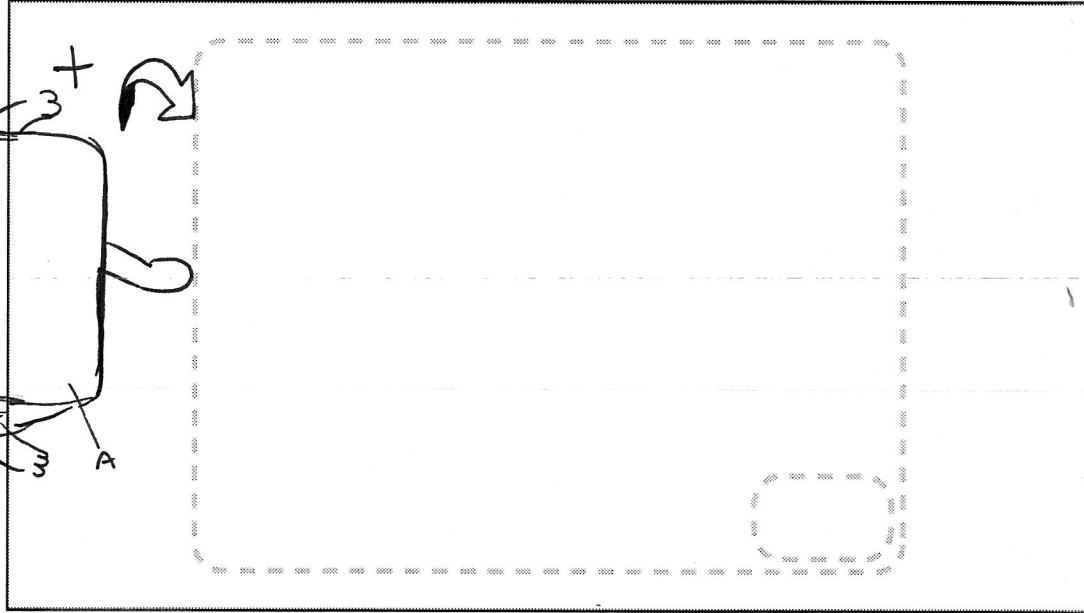
140

Pnl.

B

Bg.

day night



Sc.

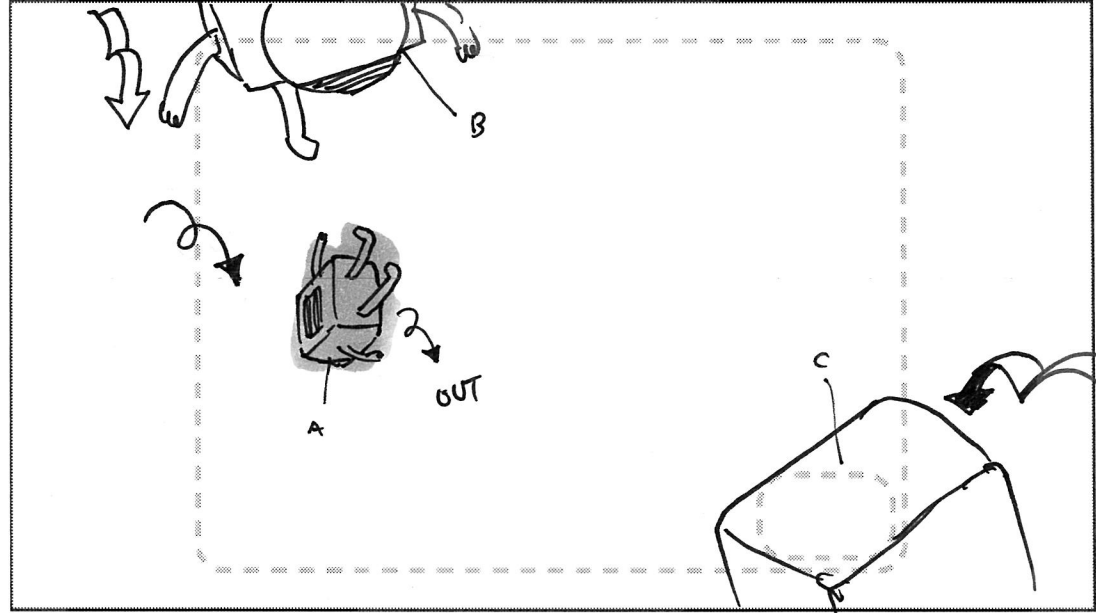
140

Pnl.

C

Bg.

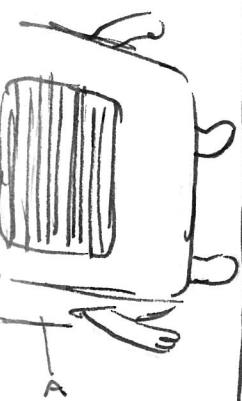
day night



Dialog

Action

Timing



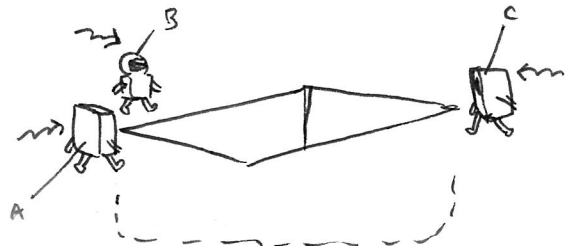
①+

ALLMO VO →

instructing all us MOS to do somersaults into the trash compactor all day long.

SFX: crunch crush smash → →

- Mos fade into blackness the further they fall into the hole



PANEL represents overhead view of hole.

- Mos tumble into black hole

EPISODE #

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Production :

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ADVENTURE TIME



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Sc.

140

Pnl.

D

Bg.

day night

Sc.

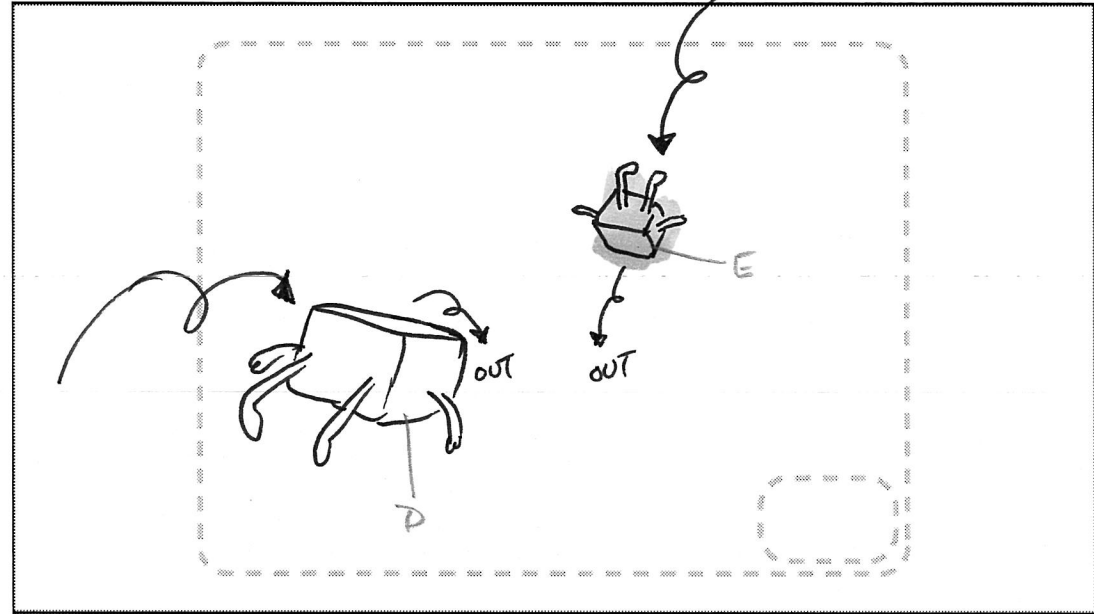
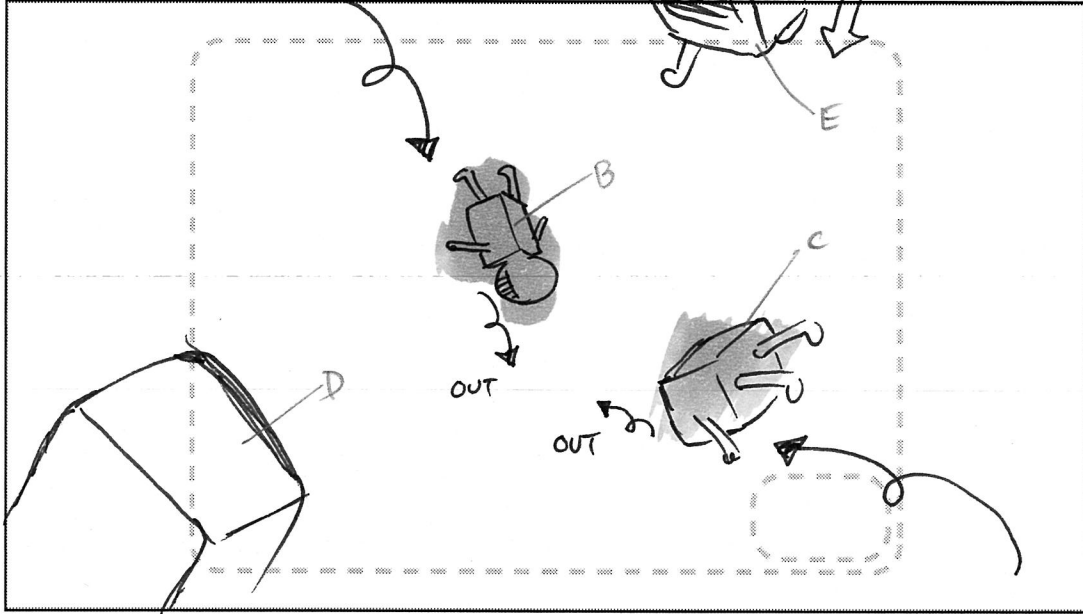
140

Pnl.

E

Bg.

day night



Dialog:

Action:

Timing:

EPISODE #

Production :

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ADVENTURE TIME



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Sc.

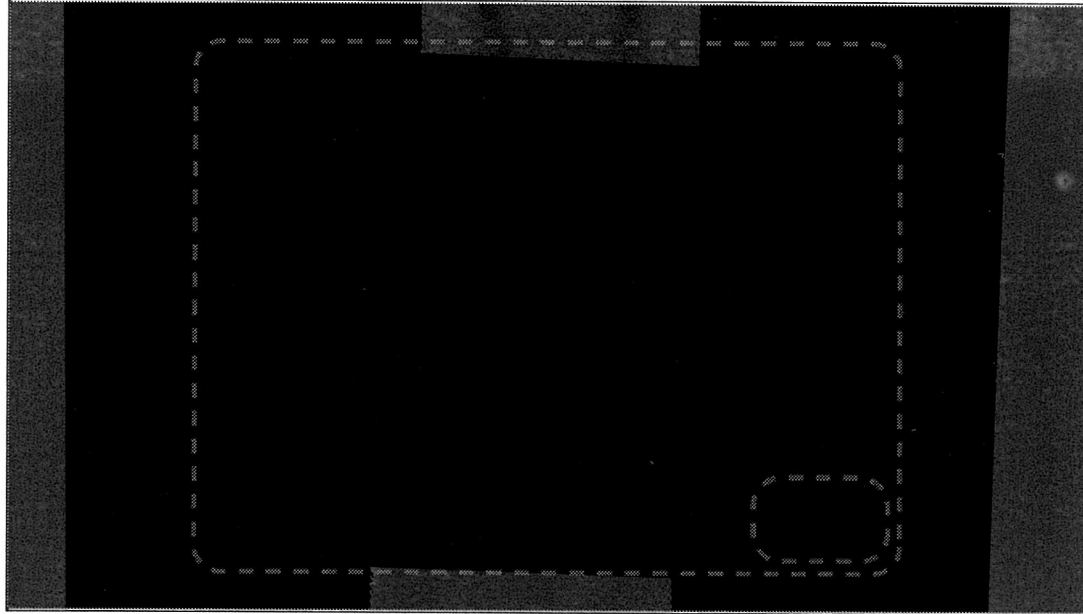
140

Pnl.

F

Bg.

day night



Sc.

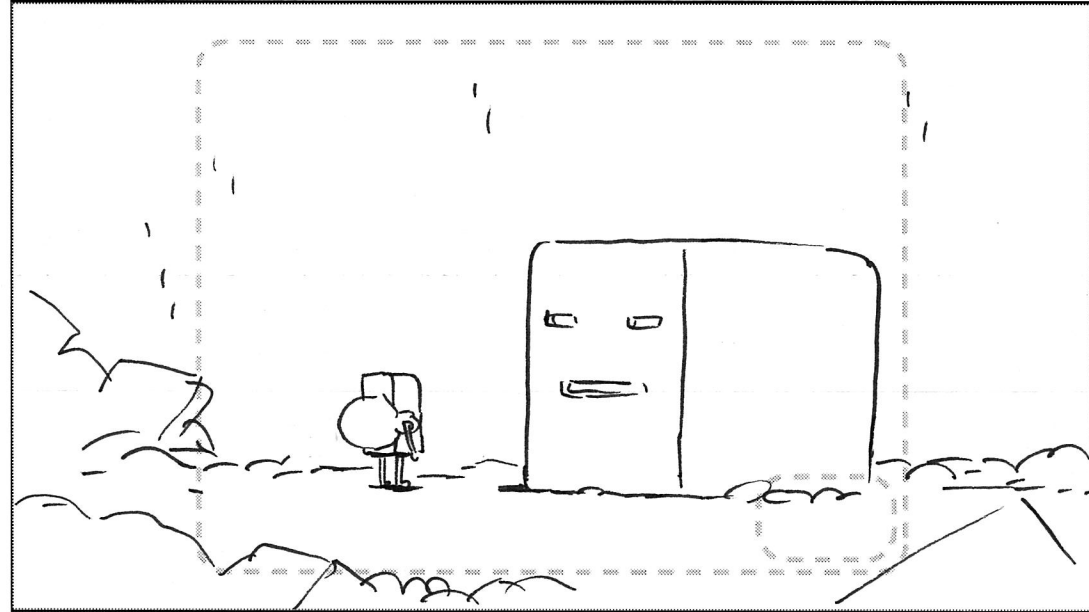
141

Pnl.

A

Bg.

day night



Dialog:

(BMO) (OS): ..that's horrible...

(SFX) → crunch crunch smash

(ALLMO): ..and we've been trapped here, all smushed together, ever since.

Action:

Timing:

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Production :

ADVENTURE TIME



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Sc.

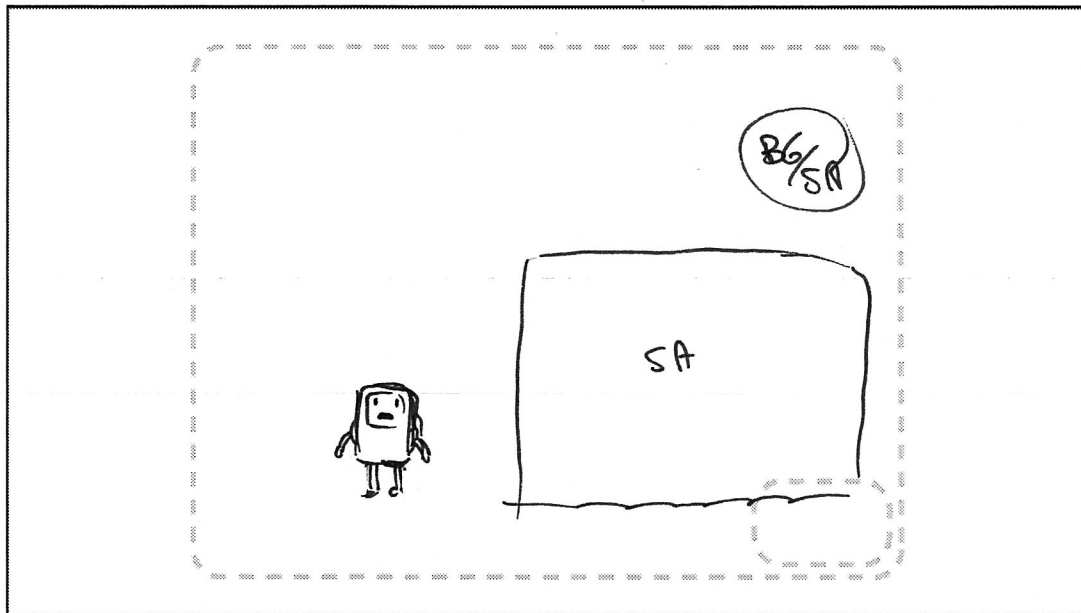
141

Pnl.

B

Bg.

day night



Sc.

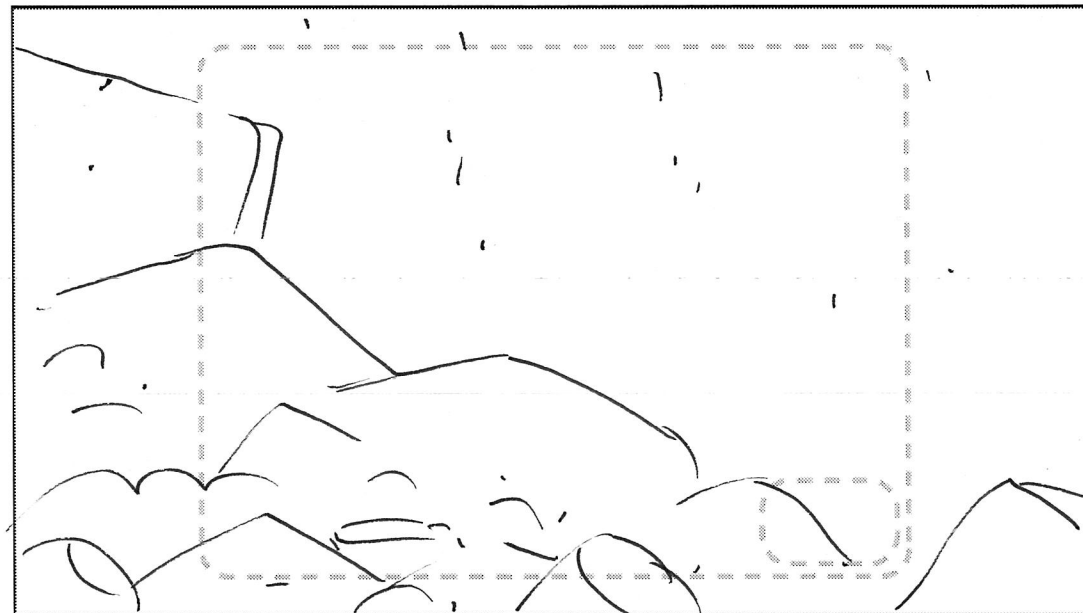
142

Pnl.

A

Bg.

day night



Dialog:

Bro: that's horrible too...

Action:

Timing:

EPISODE #

38

Production :

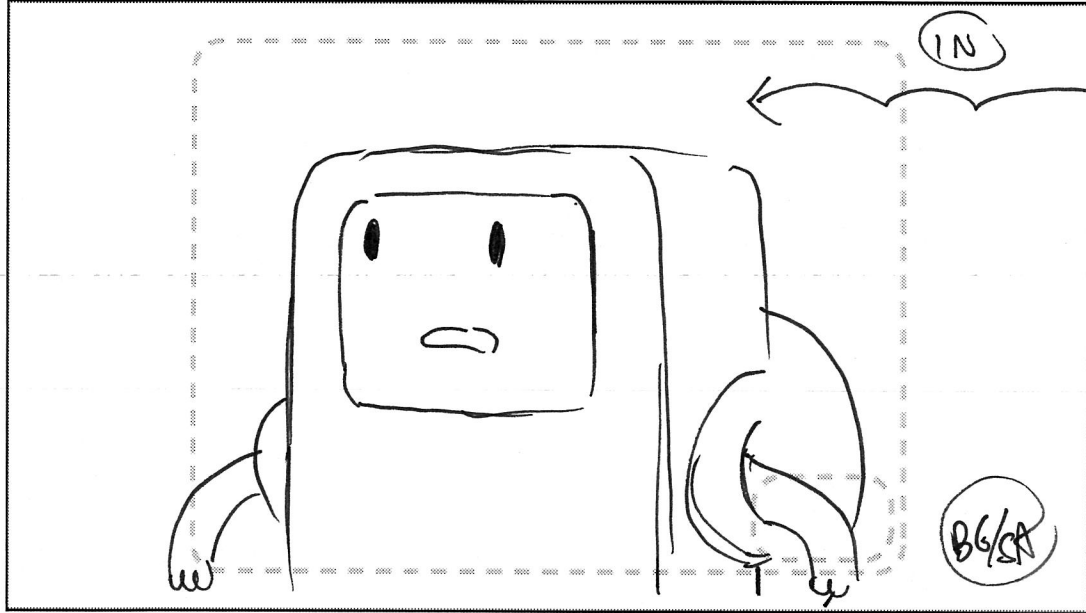
1034-224

ADVENTURE TIME

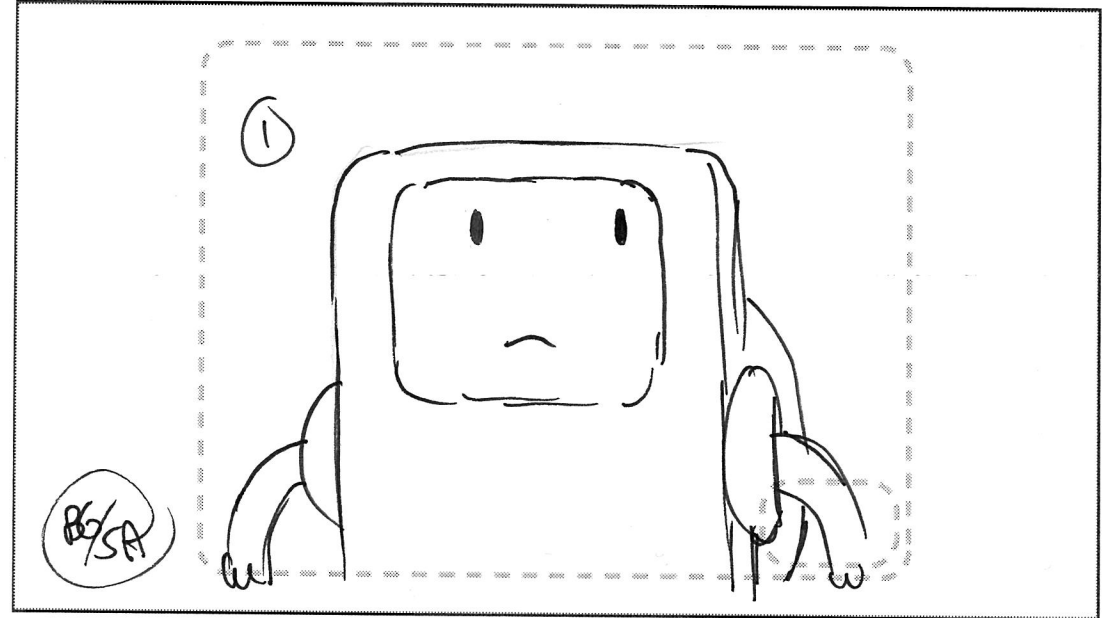


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Sc. 142 Pnl. B Bg. day night



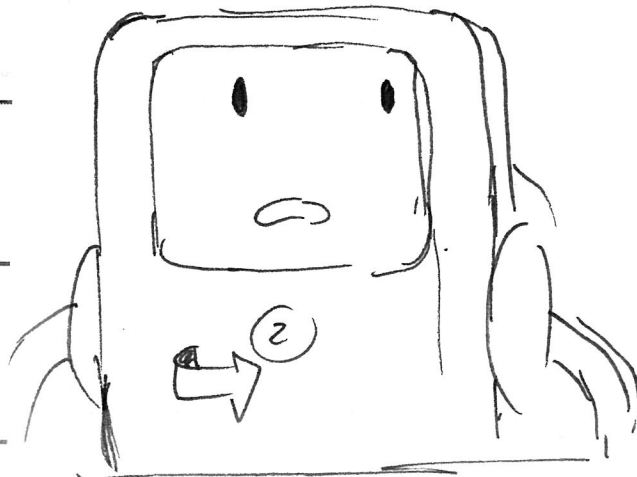
Sc. 142 Pnl. C Bg. day night



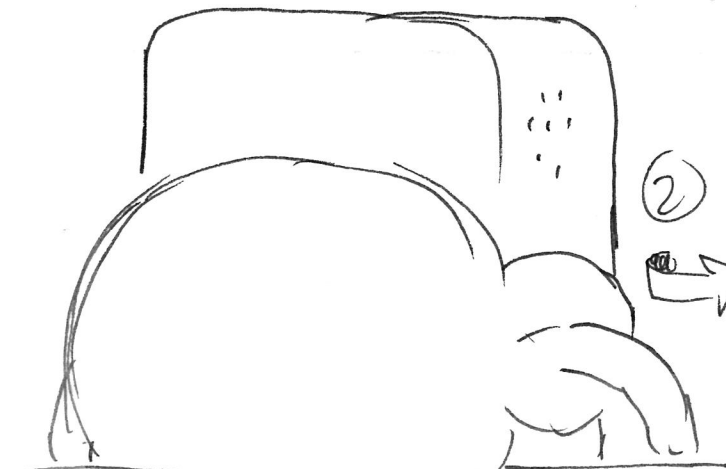
Dialog: (BMO) How... (2) how do we get out?

Action:

Timing:



ALLMOOS (1) Well, that's why we're so glad you're here BMO, → (2)



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EPISODE #

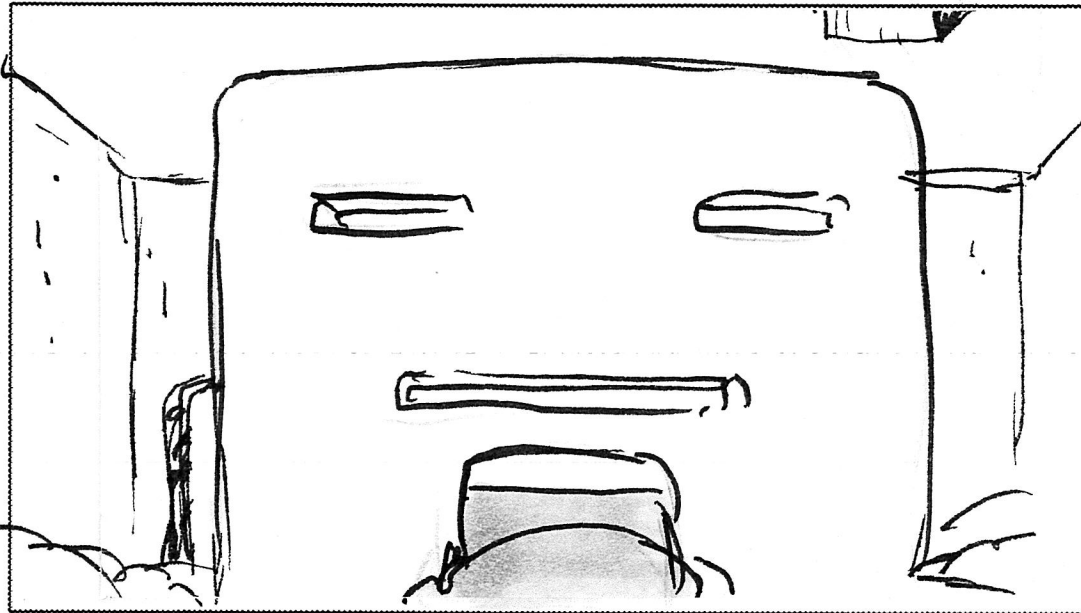
39

Production :

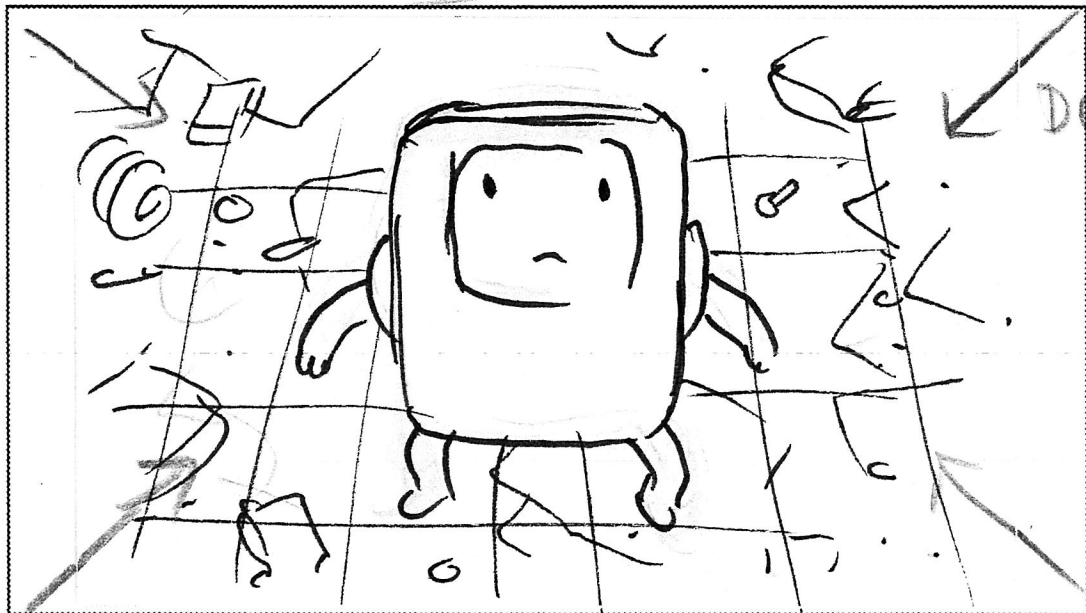
ADVENTURE TIME



Sc. 143 Pnl. A Bg. day night



Sc. 144 Pnl. A Bg. day night



Dialog:	ALMO You're the Key	→ only you can save us now...
Action:		
Timing:		END PART 1

EPISODE # 40

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Production :

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